No.1 FOR PLAYSTATION 2

PSM2

NEW GAMES!

RATCHET & CLANK

PLAYED TO DEATH! Sony's stunning action-adventure!

FREEKSTYLE

IT'S IN! The surprise verdict on EA Big's new racer...

MGS2 SUBSTANCE

PLISKINNED ALIVE! The huge sequel – taken apart!

TRUE CRIME

THE GETAWAY: D.O.A? The game to end Sony's dream...

279 GAMES RATED

- End Game
- Barbarian
- GT Concept 2002
- Akira Psycho Ball

EVERY PS2 RELEASE...

SCOOP!

BROADBAND R.I.P?

Will the PS2 network ever happen at all? The revelations start inside...

CHIMP BISCUIT!

'SPLITTERS 2

GET STUCK INTO the world exclusive playtest!
DISCOVER the shocking on-line truth...

PRO TIPS!

HOW TO:

- Finish Final Fantasy 10
- Cheat at Medal of Honor
- Nail Nazis in Commandos 2
- Be the best at LMA 2002

future publishing
Media with passion
AUGUST 2002 £3.99
9 771471 496036 08
gamesradar.com

PlayStation 2

INFOGRAMES

SAME PLANET. NEW SCUM.

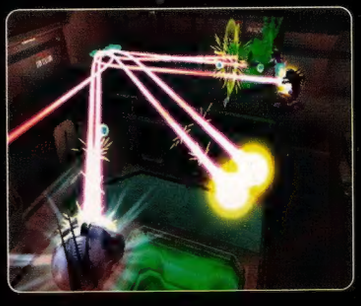
MEN IN BLACK II

ALIEN ESCAPE

Keep your eyes open, watch for signs. Alien scum can't be tolerated.

If it's slimy green and drooling, blast it. If it reeks, gurgles and burps, blast it. If it begs for mercy and promises to return to the dusty God forsaken rock from whence it came, blast it.

Unless you want a bulbous eyed, blue tongued, web fingered lizard thing as your leader, there's no choice but to play as Jay or Kay in this thrillingly addictive battle for Earth's freedom.



www.mib2game.com
www.mib2.co.uk

Men in Black™ II : Alien Escape & © 2002 Columbia Pictures Industries, Inc. All rights reserved. Gamecode © 2002 Infogrames Inc. Developed by Melbourne House development studio. Infogrames and the Infogrames logo are registered trademarks of Infogrames Europe S.A. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and trade names are the property of their respective owners. Published and distributed by Infogrames Europe S.A.

TIMESPLITTERS 2

Dodgy visual jokes aside (Spanking! Nuts! *Oink!*), this is the most entertaining game to come out of the UK in years. Find out why...

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

WELCOME TO PSM2

WE'D LIKE TO THINK WE'RE JUST LIKE YOU, AND MAYBE YOU'RE A LITTLE BIT LIKE US.

Not looks-wise, obviously (nature's determined that there's only room for one Daniel Griffiths on God's sweet Earth), or, heaven forbid, in a fashion sense. But, rather, in the way you demand new, exciting experiences in the same way we do.

'Unoriginality will bore gamers' was a recent headline in MCV, the trade paper for the videogame industry. We couldn't agree more. And nor it seems could you, if the barrage of e-mails we've received regarding certain debutants at this year's E3 show is anything to go by. It seems that every other title these days is trailed by a *2* or a *3* or even a *4*. Established 'brands' (as marketing pigs love to call them) are important, but to ensure PS2 stays on top, we need fresh meat.

One of your major concerns centres on *The Getaway*, and how a game that once seemed to be a unique, inspiring blend of cinematic excess and a free-roaming visit to sleazeville now seems like a mission-by-bloody-mission American-pleasing vision of London. Originality sacrificed in favour of concerns over cashflow? That remains to be seen...

We're determined to inject originality into the PSM2 experience as well. All of us joined this magazine because we're die-hard gamers – not the other way around. You won't find us dishing out the same lame argument about how 'our reviews are funnier than anyone else's' or filling our pages with photos of us at parties. We'll just get on with the job...

THE PSM2 TEAM

"THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN – THE BLUE HIGHLIGHT WHAT YOU'RE ABOUT TO CHOOSE"

PSM2DVD 25

Yo, check it. No other mag packs this much bounce to the ounce with 3.5 hours of content and an interface that's more super than the fly. It's tha shiznit!

DVD/MAGAZINE SYSTEM
PSM2DVD
VOL. 25 The HOTTEST games // The BIGGEST disc // The No.1 choic
E3 BLOWOUT:
MGS2 SUBSTANCE
007: NIGHTFIRE
LORD OF THE RINGS
TONY HAWK'S 4
3½ HRS OF VIDEO & AUDIO FOR PLAYSTATION 2!
15
WORLD FIRST!
LARA CROFT TOMB RAIDER
the angel of darkness
Brand new, direct-feed footage! Own it on DVD!
Devil May Cry 2
Holy frikkin' sh!t – Dante's hitting the city
See the mess he's left behind...

TOMB RAIDER: THE ANGEL OF DARKNESS

It's our biggest disc yet and who better to lead the throng than a lady who's used to packing both 'heat' and 'vest tops', Ms Lara Croft. See her first PS2 encounter in an exclusive gameplay trailer produced by the same team behind the Mission Impossible 2 trailer. We spare no expense y'know.

And that's just one track of a disc sporting the first footage of the E3 show – check out our 12 minute Accelerator news story for all the footage, hot and sweaty from the showfloor – and trailers for *Devil May Cry 2*, *TimeSplitters 2* and *GT Concept Europe*. No other mag can match it. Like Kaz Hirai said, the PS2 war is over.

GET THE MOST FROM YOUR DISC...

DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing ▶||) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

SHHH. IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime, to find out how to unlock last disc's egg, see over there...

THE BEST GAMES • THE BIGGEST DISC

NEW TO PSM2? START HERE...

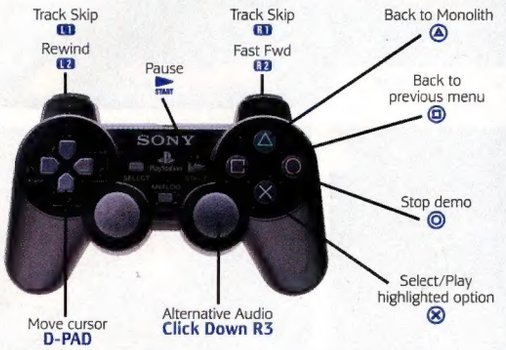
1. THE MONOLITH

After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

THE MONOLITH: Here's where your journey starts. Explore every section to release over three hours of entertainment.

2. GETTING AROUND

Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's simple to find what you want. Here's the PS2 basics...



While you're watching Reviews, click down the R3 Analogue stick to hear what the PSM2 team think...

3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.

THE SUB NAVIGATOR
In each section you can move the blue highlight left to this column and choose similar parts of the disc.

MAIN MENU
Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.

GAMES
Scroll the blue highlight up and down here – click ⊗ once to select, then again to play.

EASY GUIDE Orange shows you what section you're in, blue what you're about to choose.

THIS MONTH'S HIGHLIGHTS...

METAL GEAR SOLID 2: SUBSTANCE
Accelerator

COLIN MCRAE RALLY 3:
Coming Soon>Developer Insight

DEVIL MAY CRY 2:
Coming Soon>Hands-On Previews

THE GETAWAY:
Coming Soon>Spy Cam

ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

Press ⊗ to play the newsreel.

COMING SOON

Home to upcoming games, it's split into five zones.

Hands-On Previews
All the latest game footage and trailers.

Developer Insight
We corner friends from the videogame world and make them speak for you.

Spy Cam
Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

Overload
It's the best of the rest – exactly the same as in the magazine.

Import Round-Up
From hot new games to multi-million best sellers. Here's what's moving and shaking in Japan right now.

Press ← to use the Sub Navigator and make a selection.

REVIEWS

All the insight of PSM2's famous reviews on a DVD.

Recent Releases
See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears.

Absolute PS2
A unique branching directory of every PSM2 review – an essential resource, updated every month.

Must Buy
We've broken down the entire PS2 back catalogue into popular types of game. Choose your favourite genre, then see our recommended titles – click ⊗ to see the review and R3 for commentary.

Press ← to use the Sub Navigator and make a selection.

TIMESPLITTERS 2:
Coming Soon>Hands-On Previews

PRO TIPS

No other mag brings you top guides and reader show-offs.

Pro Dojo
We want to make you famous. Take part in our challenges (see pg98) and prove your worth at our selected games to earn a place in DVD history. Note: the quality of playback may suffer due to source material being supplied on VHS.

The Experts
We single out a star performance each month. This can be from one of PSM2 team, the game's developer, an award-winning pro gamer, or you...

Access All Areas
A massive volume of life-saving tips, codes and cheats – all available at the click of a button.

Press ← to use the Sub Navigator and make a selection.

EXTRAS

You'll find Showreel and Random Factor selections hidden away here.

LORD OF THE RINGS: TWO TOWERS
Accelerator

E3:
Accelerator

LAST MONTH...

The secret footage on DVD 24 was an interview with Dutch legend, Ruud Gullit. Go to Reviews, Must Buy, Platform, highlight *Maximo* and press right. Bongo!

PLAYSTATION 2 MAGAZINE
PSM2

CONTENTS

コンテンツ

PLAYING PS2 LONGER, HARDER, FASTER

コンテンツ

25 EYE-PLOUGHING PAGES OF REVIEWS! NEW UK TITLES KICK OFF ON PG54

RATCHET AND CLANK ..... PAGE 32
PS2's best platformer? See for yourself...

SLY COOPER ..... PAGE 36
Stealth. Cel-shading. Is there anything he won't nick?

TRUE CRIME ..... PAGE 14
Criminal genius or petty thievery? We investigate.

FIRST PLAYTEST!

TIMESPLITTERS 2

Grab a MultiTap, get the beers in, and hug the person sitting next to you. The arrival of *TimeSplitters 2* should be the social event of the season, and you'll need friends to share it with. Read about the monkeys, the miniguns, the multi-player and get the full shocking truth about the on-line element...

FREEKSTYLE ..... PAGE 56
Smell the gears - we thrash it out with EA Big's latest mudslinger.

MGS2: SUBSTANCE ..... PAGE 12
Slash 'n' burn with Raiden and Snake in Kojima-san's latest.

THIS MONTH IN PSM2

12 ACCELERATOR
The place with the hottest PS2 stories: news from developers, insider gossip and release info.
Kojima discusses MGS3 12
True Crime: Streets of LA 14
The Sims 15
Shox 16
Dave Mirra XXX 17
DMC2's new recruit 17
E3: Uncut 18

32 COMING SOON
PSM2 goes hands-on with tomorrow's big games first
Ratchet and Clank 32
Sly Cooper 36
MIB2 38
Conflict: Desert Storm 40
Gumball 3000 42
Total Immersion Racing 43
Riding Spirits 44
UFC 47
Dino Stalker 48

122 OVERLOAD
Star Wars: Clone Wars 122
Tom Clancy's Ghost Recon 124
Breath of Fire 124
Legaia 2: Duel Saga 124
Castle Wolfenstein 125
Need for Speed 126
Robot Alchemical Drive 127

EVERY ISSUE

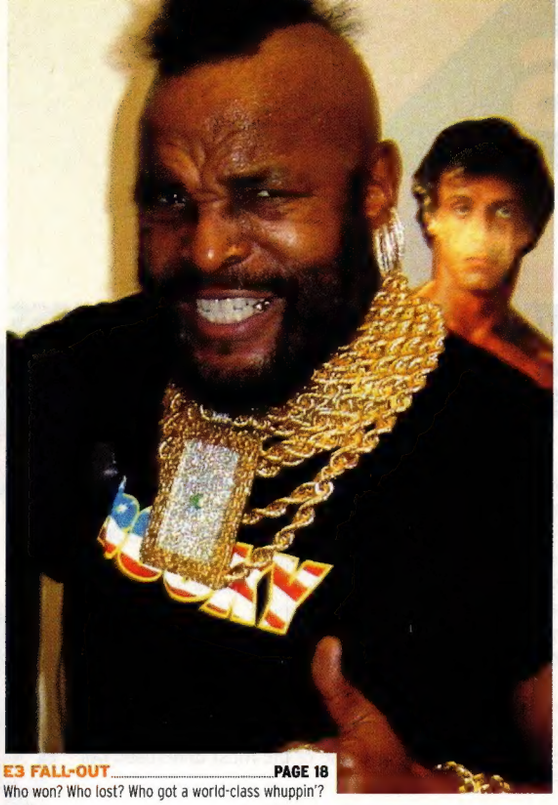
Letters 8
Defining Moment 10
Absolute PS2 84
Subscriptions 119
Next Issue 128
Last Laugh 130

CONTENTS

"NO MORE EXPERIMENTING WITH COSTLY DRUGS." LAST LAUGH - PG130

SAMURAI ..... **PAGE 76**
Etiquette matches swordplay in this Japanese sim.

FF10 TIPS ..... **PAGE 112**
Get your turn-based kicks with the our whopping guide.



E3 FALL-OUT ..... **PAGE 18**
Who won? Who lost? Who got a world-class whuppin'?

"THINGS SEEM TO BE ROTTEN IN THE STATE OF PS2 BROADBAND" PS2'S FIRST MISTAKE? PG88

NEW TO PSM2?

WE RECOMMEND YOU GO HERE FIRST...

4 ON YOUR DVD
If you're keen, you've already seen this month's awesome DVD. If not, go here now and check out what you've got to watch when you get home...

18 E3: UNCUT
The definitive guide to the biggest games show on Earth, complete with the hottest games, and all the insider gossip.

8 LETTERS
Find out what *real* PS2 gamers are talking about.

24 TIMESPLITTERS 2
A combination of hand-drawn animation, a breath-taking multi-player and gory combat ensure this title's a winner. Oh, and did we mention the monkeys?

ISSUE #25 "TIME GENTLEMEN, PLEASE"
The Best Multi-Player Game Ever gets a sequel. PSM2 packs its lunch, says goodbye to its loved ones, cancels the milk and settles in for the long haul.

BONUS STUFF

Features that take you deeper into the inky world of your PlayStation 2. Get ready to find out where the future of gaming's headed...

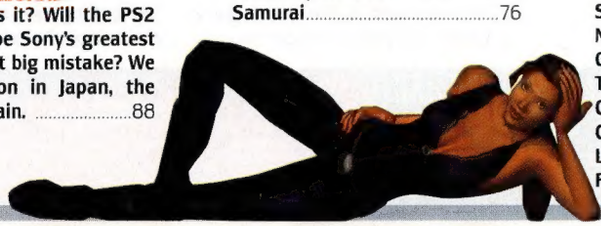
ABSOLUTE PS2
The ultimate guide to every single review we've ever printed makes a welcome return to PSM2. 84

THE FUTURE OF BROADBAND
Just where the hell is it? Will the PS2 broadband network be Sony's greatest invention or their first big mistake? We examine the situation in Japan, the USA, and here in Britain. 88

54 REVIEWS

The essential PSM2 verdict on:

Freekstyle 56
Barbarian 60
Endgame 62
Circus Maximus 64
Scooby-Doo 67
GT Concept 68
Slam Tennis 70
Next Generation Tennis 71
Underwater Unit 72
Akira Psycho Ball 74
Samurai 76



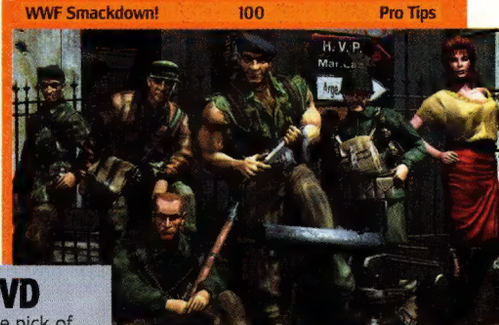
94 PRO TIPS

Training you in the dark arts of PS2.

Medal of Honor: Frontline 94
Aggressive Inline 95
SSX Tricky 98
Grand Theft Auto 3 98
Burnout 99
TimeSplitters 99
Dead or Alive 2 99
Tony Hawk's Pro Skater 3 99
MGS2: Sons of Liberty 100
WWF Smackdown! 100
SSX Champions League 100
Moto GP 100
Gran Turismo 3 101
Tekken Tag Tournament 101
Crazy Taxi 101
Commandos 2 102
LMA Manager 2002 109
Final Fantasy 10 112

YOUR QUICK FLICK GUIDE!

GAME NAME	PAGE	SECTION
Aggressive Inline	95	Pro Tips
Akira Psycho Ball	74	Reviews
Barbarian	60	Reviews
Black and White	127	Overload
Breath of Fire	124	Overload
Burnout 2	99	Pro Tips
Circus Maximus	64	Reviews
Commandos 2	102	Pro Tips
Conflict: Desert Storm	40	Previews
Crazy Taxi	101	Pro Tips
Dave Mirra XXX	17	Accelerator
Dino Stalker	48	Previews
DOA2	99	Pro Tips
Endgame	62	Reviews
F355 Challenge	125	Overload
Final Fantasy 10	112	Pro Tips
Freekstyle	56	Reviews
Grand Theft Auto 3	98	Pro Tips
Gran Turismo 3	101	Pro Tips
GT Concept	68	Reviews
Gumball 3000	42	Previews
Harvest Moon	127	Overload
Jet X20	125	Overload
Legaia 2: Duel Sage	124	Overload
LMA Manager 2002	109	Pro Tips
Marvel vs Capcom	125	Overload
Medal of Honor: Frontline	94	Pro Tips
Men In Black 2	38	Previews
MGS2: Sons of Liberty	100	Pro Tips
MGS2: Substance	12	Accelerator
Moto GP	100	Pro Tips
My Street	127	Overload
Need for Speed	126	Overload
Next Generation Tennis	71	Reviews
Ratchet and Clank	32	Previews
Return to Castle Wolfenstein	125	Overload
Riding Spirits	44	Previews
Robot Alchemical Drive	127	Overload
Samurai	76	Reviews
Scooby-Doo	67	Reviews
Shadow of Memories	95	Pro Tips
Shox	16	Accelerator
Slam Tennis	70	Reviews
Sly Cooper	36	Previews
SSX	100	Pro Tips
SSX Tricky	98	Pro Tips
Starsky and Hutch	125	Overload
Star Wars: Clone Wars	122	Overload
State of Emergency	101	Pro Tips
Tekken Tag Tournament	101	Pro Tips
The Sims	15	Accelerator
TimeSplitters	99	Pro Tips
TimeSplitters 2	24	Cover Game
Tom Clancy's Ghost Recon	124	Overload
Tony Hawk's Pro Skater 3	99	Pro Tips
Total Immersion Racing	43	Previews
True Crime: Streets of LA	14	Accelerator
UFC	47	Previews
Underwater Unit	72	Reviews
War of the Monsters	127	Overload
WWF Smackdown!	100	Pro Tips



DVD
The pick of this month's DVD releases reviewed ... 78

COMMANDOS 2: ..... **PAGE 102**
We take EA's WW2 shoot-em-up and flatten it. Here's your guide to all the game's main missions...

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

GAME
WWW.GAME.UK.COM

WINNER!
Every issue, the writer of the Star Letter gets the PS2 game of their choice in return, courtesy of the bright sparks at GAME. Simply tag which game you'd like to the bottom of your letter and, if you're the chosen one, GAME will be sending you a copy to your door. Now – entertain us and your fellow readers...

THE VOICE OF CHOICE

"WHAT IS THE POINT OF PLAYING PS2 GAMES ACROSS THE INTERNET UNLESS YOU'RE A GEEK WITH NO IMMEDIATE FRIENDS OF YOUR OWN?"

Dear PSM2,
With all the talk of Internet compatibility for PS2, I think a lot of developers are missing a point. To play games over the Net, you need to hog phone lines and sign up to an ISP. This isn't possible for many people as they're not the ones paying the bills, and anyway, what is the point of playing across the web unless you're a geek with no immediate friends of your own?

I have had one of each of all the last major games consoles releases and have never suffered from not being able to play games over a phone network. *GoldenEye*, *Mario Kart*, *Quake*, you name it, the best multi-player games are always the ones where you get some mates together and thrash them. What fun is to be had if you are 1000 miles away and know each other only by a made up name?

Most people I know agree, we don't want Internet games, we want to be able to link up two or more PlayStations together and play deathmatch *TimeSplitters 2* without the split-screen and in the same room. The link cable was always one of the most underused but potentially great things about the PlayStation.

MR Stu
Via e-mail

You're right – there's *nothing better* than giving your mates a good pounding. But it's not always practical to lug Tvs around to each others' houses. The best option, we feel, is support for both i-link and Internet play. You'll get the best of both worlds, then.

THE PSM2 RAGE GAUGE

YOU BUNCH OF PUNKS!

"What sort of rag are you running if you have to publish a made up letter of praise? Not only did you publish fabricated b*ll*cks, but you go further and mock my spelling of incrediable which I didn't even wright in my original email."
David Appleton,
Via e-mail
Could there be *two* David Appletons? Yes. And this one can't spell, either.

This is your chance to air your views on the hot potato of the moment: What would *you* like to see in *GTA4*. And, *please*, have *some* morality.

E-MAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

TWO CAN PLAY THAT GAME

Dear PSM2,
In reference to Richard Brown's letter (Match Struck, issue 23). I am the bearer of good news. You *can* have a co-operative league in *Pro Evo*. My brother and I play it every day:

1. Make sure both pads are plugged in before loading the game.
2. Select Match League, choose your team and pick the rest at random.
3. Make sure your first match is an away game (see the Next Round Match in the Information section). This doesn't work with a home game – you'll have to start again.
4. Go to 'Start Match'. Don't press anything until the menu appears, then go to Control Settings and press ←, ⊗ and ◎ at the same time on pad two. It will go back to the match menu. Press ⊗ again on pad two and you'll be able put both players on the same side.
5. Volley in your mate's pin-point cross. Goooaaal!

A D Gardiner,
Stroud, Gloucestershire

We must admit, we were dubious. But we tried this and... it works! We take our hats off to you, AD.

ONE SIZE FITS ALL?

Dear PSM2,
Tony Hawk's 3, *MGS2*, *TimeSplitters 2*, *Max Payne*, *SSX Tricky*...

A by-no-means-complete list of some of the titles that once enjoyed a PS2-only career, but are now making the leap to Xbox. It's a disturbing fact for Sony that there are so many great and good titles now happily hopping into everyone's beds. Developers are changing their strategy in order to release their flagship franchises on to X-box, Gamecube and PC.

OK, apart from being mildly disempowering for PS2 owners who feel a bit short-changed by not being able to sit and play a game smugly in the knowledge they "made the right choice" in buying a PS2, it's not a hugely bad thing for the gamer in general. More quality over more machines equals more pleasure for more gamers no matter which machine they invest in. However, there is a flip side to this.

Identi-kit release schedules are a bleak prospect. It can lead the developers down the road of growing fat and lazy on 'rake-it-in' release strategies, and cancels the gamer's choices in terms of decision-making based on software prospects. Yes, it levels the field and makes sure that no one misses a game due to their choice of console, but it's a step closer to having a single format produced by different manufacturers.

This works fine for DVD, it's true. One product (a movie), playable on one format (DVD), on machines made by different companies. What we have at the moment is the same game, playable on every console, using a different delivery format. It wouldn't take too many more generations of hardware to just cut out the differing format, and release one game product for everyone to play on their machine. It's certainly no impossibility to have a single format playable on your Sony/Microsoft/Nintendo/ALBA/Samsung Videogames Player.

Yes, you're free to play what you like, no matter who makes your machine. But without the clear lines of battle between the platforms, there is a reduction in user-discernment for platform selection and an increased risk of being drip-fed the same contrite rubbish across the board.

Remember all the promises of three platforms creating hugely exciting 'exclusivity battles' that would fuel amazing development frenzies? Well, what we're getting at the moment is exactly the opposite: cut-and-paste release schedules.

Matt Howes,
Cambridge

While there's a danger of lazy publishers focussing on creating easily transportable code, rather than exploiting each individual platform's capabilities, we don't think the situation's as bleak as you make out. Sony has secured a stack of PS2 exclusives recently – you won't see blockbusters like *Tomb Raider*, *GTA* or *Devil May Cry* on any other format.

And significantly, the titles you mention made their PS2 debut *way* before appearing on other formats, so while Gamecube and Xbox owners are playing second-hand titles, we'll be looking forward to playing the *next* wave of next-gen releases *first*.

WRITE TO PSM2 WITH: YOUR THOUGHTS ON THE ISSUE... YOUR HOPES FOR THE PS2 HDD... PROVOCATIVE QUESTIONS...

MIAMI ADVICE

More of your *GTA: Vice City* wish-lists. We're beginning to wish we'd never asked.

GANG WARFARE
Create your own gang, uniform, and battle rival gangs on-line.
HIJACK 747s
The ability to walk around trains/planes, interact with other passengers, and even enter the cockpit to hijack it.
SHARK ATTACKS
People that sunbathe on the beach, swim in the sea, go fishing in boats, and surfers that occasionally get eaten by great white sharks...
■ Andrew Boothby
Hull

FF10 – CROSS THE BORDER
Yes, it's the best RPG money can buy. Yes, it'll keep you locked in a darkened room for months. But the big, black borders are winding some gamers up...

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

GENIUS
I have two great ideas. The first is to add new cars to *Gran Turismo*. The second is to to create a *Star Wars* RPG.
What, like *GT Concept*? What, like *Star Wars Galaxies*?
Dunno. Undoubtedly. Yes. *GTA3* or *MGS2*.

QUESTION TIME
How many consoles are made a day? Will the price be cut on PS2? Will there be a PS3 in the future? What's the best game ever made?
Chris Warris
Durham

MONKEY TENNIS
My mates were saying PS2 games like *Crazy Taxi*, *Tony Hawk's* and *SSX* aren't realistic. Then I go round theirs to see them playing tennis with a gorilla!
Nick Cooke
Torquay

SINGALONG
Here's a song I wrote about PS2. It has to be sung to Alicia Key's 'Woman's Worth'. Hope you like it!
Rebecca Newton
Redditch
We didn't. Sorry.

BAD ADS

Dear PSM2,
I am writing about your advertising games policy. Some games advertised are good, but others are complete tosh. For example, in issue 20 you gave *Iron Aces 2* an absolutely rubbish score, yet advertised it on the back cover. Why are you doing this?

Your magazine is great. I read it all the time, but I find it very strange that you advertise such rubbish when that space could be filled with great games like *MGS2* and *Pro Evo*.
Max Ward,
Gosport, Hampshire

We have no editorial control over the ads that appear in the mag. They're paid for by the software companies to promote their products. If they want to advertise a – for want of a better word – cack game, that's up to them. We get paid for ads – the more we get, the bigger the mag and DVD can become.

So ads are a good thing, but the moral is still: don't part with your dosh until you read the PSM2 review.

BORDERING ON THE RIDICULOUS

Dear PSM2,
About a week ago I wandered down to the shops to buy *Final Fantasy 10*, after a lengthy wait for a decent RPG.

Sure enough, the game's great, and I've already invested several hours. I was horrified, however, when I began playing the game to see two-inch thick borders eating away at my already-diminutive TV screen.

I held out hope that they'd disappear because they were some sort of attempt to add a 'cinematic' feel, but 20 hours later they're still there.

I WAITED A YEAR! A year and Square didn't even have the decency to give us a decent conversion. European gamers are sick of being spat on by developers, especially on the PS2 platform. To mar a classic game like *Final Fantasy* with such a botched PAL version is criminal...

I previously owned an N64, and games like *Starfox 64* (ahh, memories) were a shining example of how PAL conversions should be done. No black borders, no slow down. Here we are, four years on, and a big games developer can't get it right.
Dave Cunnah
Swansea

A quick lesson as to *why* borders happen. They're caused by the way the PS2 sends information to your TV. The US and Japan use the NTSC system, where the picture is refreshed 60 times per second, but with only 525 lines. Most of Europe (and the world) has adopted the superior PAL standard, that updates the screen less often – 50 times per second – but with 625 lines, making for a bigger, better quality image.

And this is the root of the problem. US and Japan-developed games may have highly optimised code, where the programmers have designed the graphics engine to squeeze as much as possible into 525 lines in the allocated 60th of a second. When it comes to the PAL conversion, they suddenly find they have an extra 100 lines to fill...

"WITHOUT CLEAR LINES OF BATTLE BETWEEN PLATFORMS, THERE IS AN INCREASED RISK OF BEING DRIP-FED THE SAME CONTRITE RUBBISH"

It can be done. Even though there's 20% more image to draw, there's 20% more time to do it in – as the screen's only updated 50 times per second, rather than 60. However, this requires some major recoding. It's far easier to simply leave the extra lines blank, hence ugly borders at the top and bottom of the screen.

So you're right, it's down to boneidleness by the developer. Saying that, *FF10* is the best RPG money can buy, with or without borders...

TAGS A LOT

Dear PSM2,
I've found a useful aid to collecting dog tags in *Metal Gear Solid 2*. In The Tanker Episode on Hold No 2 there are hundreds of guards. However, only the soldiers who wear helmets carry dog tags. You can save a lot of time and effort by concentrating on the hat-wearers!
Ben Thomas
North Wales
Cheers, Ben, for not keeping it under your hat. Ahem.

ABSOLUTELY FABULOUS

Dear PSM2,
First of all great mag and all that, but to the point. In the last couple of issues of PSM2, I have noticed that the Absolute PS2 section of your mag has disappeared. Absolute PS2 was very useful for comparing games without having to find reviews from past issues. Bring it back!
John Lorne
Lincolnshire

You're not the only reader to lament the loss of the Absolute PS2 section. We dropped it because it was getting ever-trickier to keep the section to its allocated four pages. The information has been transferred to the reviews section of the DVD.

But! We've bowed to pressure. You'll be pleased to know that we've brought the section back into the mag – check it out on pg84. See, we do listen...

ON THE SLAGHEAP

Dear PSM2,
Why do so many people slag off other consoles? OK, so most Xbox and Gamecube games are rubbish, and a lot of Dreamcast games are crap too, but then there're a lot of bad games for PS2 as well.

Before I got my PS2, I enjoyed playing my Dreamcast, with the likes of *Jet Set Radio* and *Metropolis Street Racer*, which would have been perfect for PS2 updates had Microsoft not made them exclusive to Xbox. And you all agree that *SSX Tricky* is a brilliant game, right? I've heard that *Tricky* is coming to both Xbox and

YOUR OWN PAD
A customisable home, where you can chill out and watch TV with your flatmates – 8-Ball and Ray.

HOUSEBREAKING
The ability to go into other people's homes and steal valuables like furniture to furnish your own place, or sell.

BETTER RADIO
Real artists on the radio, including Eminem, Britney, So Solid Crew, Marylin Manson and Ozzy Osbourne, depending on the station.
■ Martin, Chorley

MORE VEHICLES
Loads of vehicle types, including motorbikes, push bikes, jetskis, helicopters, trams, 18 wheelers, milkfloats and forklifts.

DON'T TEASE US
No impossible-to-reach areas like the lighthouse and football stadium – we like to explore what we can see...
■ Steven Mianta, Cleator Moor

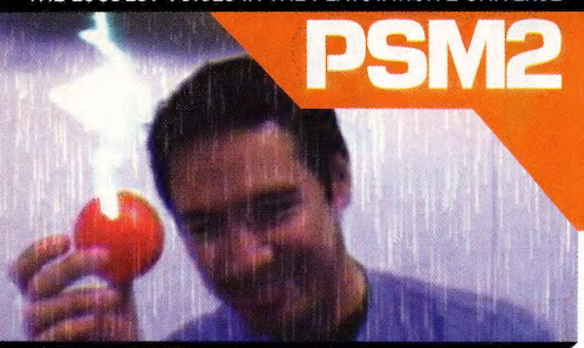
DODO MISSIONS
The ability to fly Dodos or helicopters easily, to undertake special missions.

PUBLIC TRANSPORT
A train service that takes you wherever you want in the city, and ferries to take you across water, complete with bridges that open.
■ Tim, Birmingham

DIFFERENT VEHICLES
Loads of different makes of vehicles – it's annoying seeing three identical cars lined up! Different coloured vehicles wouldn't go amiss – along with the ability

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE



PSM2 DEFINING MOMENT

#25: EYETOY

Your guide to this month's key event finds a new home here in Letters. Prepare for that spark of genius that can only be PS2...

Mr Daniel Dawkins

LEFT, RIGHT, BISH, BASH... BUGGER. WHAT'S THAT ALL ABOUT?

EyeToy is Sony's new USB camera technology that allows you to play games by waving your arms about and generally acting like a mentalist. A bit like watching your whisky-addled Uncle play charades at Christmas. But with less panting and swearing.

How does it work?

Simple. Plug the camera into your PS2's USB port and place it above the television and, in the words of Ron Pickering, "Away you go!" Konami used a prototype version of EyeToy technology with their recent bullet dodging gun game *Police 24/7*, with surprisingly entertaining results.

What games will it work with?

Sony are yet to confirm the line up, but their E3 demo featured a split-screen two-player window cleaning game *Wishi Washi*. Players are visible on-screen covered by a layer of digital 'foam'. You simply wave your arms about like a caffeine-fuelled air traffic controller to clean the screen and claim victory. EyeToy will probably come bundled with a compendium of equally daft games.

The bottom line?

The camera shouldn't cost more than about £20 and might introduce PS2 to people who hate joypads.

Send in the moments you think define the PlayStation 2 experience and we'll print up the best in the mag...

Gamecube, so they can't be *that* bad if they're getting such a good title. And no doubt other top-class PS2 games will appear on those consoles.

I say that it isn't the consoles that are good or rubbish (with the possible exception of Sega's Saturn) but it's the games that are important. Would you have bought a PS2 if all the games were really bad? No.

So PS2 gamers shouldn't slag off Gamecube, Xbox and PC owners, and they shouldn't slag us off, either. So until Sony, Microsoft and Nintendo team up and make superconsole, just be happy that you have the choice of different consoles and games.

Jamie Bathgate
Aberdeen

Spot on, Jamie. It is, indeed, the games that make or break a console, and with such a vast back catalogue of quality titles in its library, PS2 has a distinct advantage.

While it's true that many a classic PS2 title is being ported across to Gamecube and Xbox, the point is you can play them on a PS2 *right now*.

So yes, other consoles exist, have some decent games, and good luck to 'em. But putting the 'my console's better than yours' debate to one side, we're a PS2 magazine and we'll bring you the best PS2 news, reviews and previews every single month. What's happening on other formats is, quite simply, off our radar.

COME IN, NORWAY

Dear PSM2

The Internet is full of gaming sites, many updated daily. That leaves a magazine with quite little exclusive news. But this is where I think PSM2 knocks out the other competition. You have news WAY before other magazines, and you have a lot of news I never read on major gaming sites like IGN and GameSpot.

But what good is this to me? I live in Norway, and while you Cockneys (no hard feelings) got the May issue on April 22nd, my fellow Norwegians and I had to wait until MAY 24TH! I mean, If I lived on the moon, I would understand if the mag was delayed for a month but, dammit, I live in Norway!

Don't tell me that's the time it takes to get to Norway, cos it isn't. Other mags only get delayed for a week!

Erland Palm
Norway

Cockneys? Anyway, we spoke to the bloke in charge of overseas circulation, who told us that it should take 7-10 days for the magazines to reach Norway. The May issue was actually late into UK shops as well, for reasons too painful to go into...

But if you can't wait for your monthly fix of PSM2, the clever move would be to subscribe. Your magazine would be jetted straight to your door the moment it rolls off the printing press, so you'd get it a mere day or so after UK subscribers.

All overseas subscription copies are sent by airmail, and at £50 for 13 issues anywhere within Europe, that works out at just £3.85 per magazine – saving you 14p into the bargain!

DON'T WRITE TO PSM2 WITH: WORRIES ABOUT HOW MUCH BETTER THAN PS2 SOME OTHER CONSOLE COULD BE...

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

GTA: Vice City
Your pictures
PS2 HDD
Xbox/Gamecube
Smackdown! 4

to respray cars and customise them with tinted windows.

DESTROY BUILDINGS

Blow buildings up by throwing a molotov cocktail or grenade through the window. The building should catch fire until the fire brigade puts out the flames.

■ Todd Bevan, Huntingdon

P*SS ON PEOPLE

Instead of baseball-batting a fallen foe, you could p*ss on their crumpled form with the L3 button. It'd be hilarious!

ENTER BUILDINGS

The ability to enter buildings, including strip clubs, and have an apartment which you can furnish. (I'm a girl, humour me!)

RENT BOYS

Employ the services of rent boys, not just hookers. We're in an equal-opportunities world, right? He could be gay... Even better, entice normal pedestrians into the car for a bit of action, then *not call them* afterwards...

MAKE FRIENDS

On a nicer side, he could make friends. And there could be Good Deed missions for when you're feeling mellow...

■ Hayley Robinson, Rochester, Kent

PLAYSTATION 2 MAGAZINE
PSM2

PSM2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
E-mail: PSM2@FUTURENET.CO.UK
Tel: 01225 442244 • Fax: 01225 446019

PRIME MATES

Editor Marcus 'Uhlenbroek' Hawkins
Art Editor Milford 'Kong' Coppock
Deputy Editor Jonathan 'Clyde' Bryant
Production Editor Esther 'Cheeky' Woodman
Reviews Editor Joel 'Cheetah' Snape
News Editor Daniel 'Bubbles' Dawkins

Senior PS2 Producer Dan 'Snowflake' Griffiths
Deputy PS2 Producer Adrian 'Bingo' Lawton
Graphic Artist Chris Stocker

Contributors Simon Middleweek, Daniel Griffiths, Adrian Lawton, Ryan Butt, Michael Storey, Tim Weaver, James White, Adam Waring, Martin Kitts, Al Bickham, Alex Cooke

ADVERTISING

Call: 01225 442244
Advertising Manager Elizabeth Dennys
elizabeth.dennys@futurenet.co.uk
Key Accounts Manager Derry Everitt
derry.everitt@futurenet.co.uk
On-line Advertising Manager Kelly Jenkins
kelly.jenkins@futurenet.co.uk
Sales Executive Laura Cullingworth
laura.cullingworth@futurenet.co.uk

PRODUCTION

Production Manager Rose Griffiths
Snr Production Coordinator Duncan Macdonald
Print Services Coordinator Paul Kiely
Colour Scanning Simon Windsor, Mark Gover, Jason Titley

EXECUTIVE STAFF

Non-Executive Chairman: Roger Parry
Chief Executive: Greg Ingham
Chief Operating Officer & Managing Director, UK: Colin Morrison
Group Finance Director: John Bowman
Publishing Director David 'King Louie' Roberts
Publisher Nick 'Dunston' Stevens
Senior Ed Sean 'Cornelius' Atkins

SUBSCRIPTIONS

Future Publishing Ltd
FREEPOST BS4900, Somerton, Somerset, TA11 7BR
E-mail: subs@futurenet.co.uk
Customer Order Line 01458 271184
Customer Services 01225 822510

Overseas Licensing Enquiries Simon Wear
E-mail: simon.wear@futurenet.co.uk
Tel: (0)1225 442244 • Fax: (0)1225 732384

Printed in the UK by ET Heron & Co
Distributed by Seymour Distribution, 86 Newman Street, London W1P 3LD. Tel 020 7907 6000

© Future Publishing Ltd 2002

All contributions submitted to PSM2 are accepted on the basis of non-exclusive worldwide license to publish or license others to do so, unless otherwise agreed in advance. PSM2 recognises all copyrights and trademarks. Where possible, we acknowledge the copyright holder. Please contact us if we haven't credited your copyright and we'll correct any oversight. PSM2 is an independent PlayStation 2 magazine in no way authorised, sponsored or endorsed by SCEE or the Sony corporation. PlayStation, PlayStation 2 and PS2 are registered trademarks of Sony Computer Entertainment Europe Limited.

Future Publishing Ltd. is part of The Future Network plc.

The Future Network produces carefully targeted specialist magazines and websites for groups of people who share a passion. We aim to satisfy their passion by creating titles that offer superb value for money, trustworthy information, multiple ways to save time and money, and are a pleasure to read or visit. Today we publish more than 90 magazines and over 30 magazine websites and networks from offices in five countries. The company also licenses 39 of its titles resulting in over 150 local editions in 30 other countries.

gamesradar.com

The Future Network plc is a public company quoted on the London Stock Exchange (symbol: FNET).

the future network

Tel +44 1225 442244

www.thefuturenetwork.plc.uk

Bath London Los Angeles Milan
New York Paris San Francisco

WORLD WAR II

PRISONER OF WAR™

WIN THE WAR FROM WITHIN

SHOT DOWN BEHIND ENEMY LINES AND IMPRISONED, YOU THOUGHT YOUR MISSION WAS OVER, BUT YOUR BATTLE IS REALLY JUST BEGINNING.

As you study the camp's routine, you quickly realise that there's more to this than simply your own survival. In this intense 3rd-person action adventure, you must think your way out of trouble, using your cunning, wits and skill to scheme through your missions and figure out a strategy to defeat the Axis masterplan...

XBOX PC PlayStation.2 :games www.widegames.com

Codemasters® GENIUS AT PLAY™

www.codemasters.com

© 2002 The Codemasters Software Company Limited ("Codemasters"). All rights reserved. "Codemasters"® is a registered trademark owned by Codemasters. "Prisoner of War"™ and "GENIUS AT PLAY"™ are trademarks of Codemasters. Developed by Wide Games Limited. Published by Codemasters. All other copyrights or trademarks are the property of their respective owners. All rights reserved. "PS" and the PlayStation logo are registered trademark symbols of Sony Computer Entertainment Inc. All other trademarks or copyrights are the property of their respective owners. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.

PLAYSTATION 2 MAGAZINE
PSM2
ACCELERATOR
DRIVING OPINION · BREAKING NEWS
ニュース

TUX AWAY NICELY: Snake might look like an '80s bouncer, but this tux will help him gain access to new areas.

PLAYING HARD TARGET: Judging by the level of ammo, VR missions will be furious.

BENIHANA AND JOON: Yes, Snake WILL get to grind the connecting walkways of Big Shell.

MGS2 UPDATE

MECHS, SPIES AND HIDEO TAPE

Kojima bares truth behind *MGS3*, on-line gaming and why he put Solid Snake on a skateboard.

Hideo Kojima has revealed the inspiration behind *Metal Gear Solid 2 Substance*, outlining his on-line vision and sparking debate over the series' long-term future. Speaking to a select crowd of journalists at the recent E3 showcase, Kojima disclosed: "We got a lot of comments about *Metal Gear Solid 2*, people saying 'There's too much story, where's the gameplay?' So I thought OK, why not give them what they want?"

MGS2 Substance will be split into four parts – Sons of Liberty, Snake Tales, Alternative Missions and VR Missions. "Please think of it as two games in one," Kojima explains. "It comes with Sons of Liberty – but you don't have to complete it – and there's all the new stuff as well. *MGS2* already filled up one DVD," he continues, "so we're releasing this on a double-sided disc."

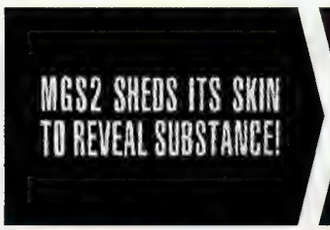
PSM2 can exclusively reveal that the UK release may come bundled with an interactive 'Making Of' DVD – like Wesker's Report with *Resident Evil Code: Veronica X* – boosting the value even further.

VR Missions contains over 200 individual stealth objectives, utilising a unique blend of realistic graphics and Tron-style cel-shading. Highlights include a tuxedo-sporting Snake dodging 70ft guards and Raiden slicing his way through swathes of digital soldiers. Alternative Missions consists of over 100 new objectives set parallel to the plot of *MGS2* – covering Big Shell, Plant and Tanker –

"SNAKE TALES? WE HAVE SHORT ONES, MEDIUM ONES, LONG ONES, AND THEY EACH HAVE LITTLE STORIES"

THE E3 TRAILER: REVEALED

It drew hysterical crowds, and it isn't hard to see why...



SNAKE SKINNED: The trailer kicks off with a series of black outs, until...

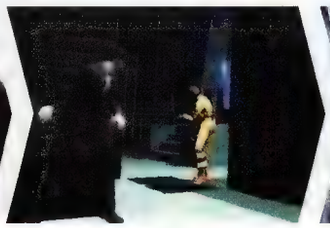
HEY MR DJ: Snake pops into a toilet cubicle and emerges suited and booted. Neat, eh?

HITTING THE BOTTLE: Snake starts punching the Tanker's booze rack. But why?

MOLOTOV COCKTAIL: The bottles smash to reveal a bomb, which Snake promptly freezes.

LIFE IS SHELL: Snake Tales lets you relive scenes from *MGS2* - playing in place of Raiden.

SPECS SAVER: Emma needs protection, and this time its Snake's turn to drag her about.



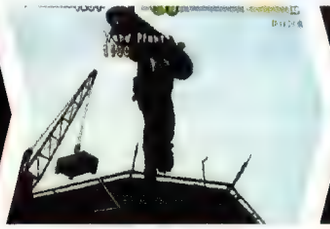
PEEK PRACTICE: There are over 200 VR missions, rendered in a unique cartoon style.

AD-MERYL ACKBAR: Characters don't always appear where expected - look, Meryl!

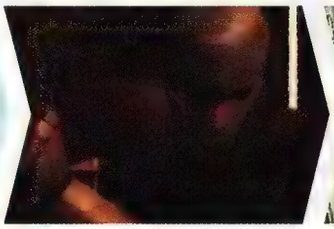
THE VANISHING SPIES: Snake holds up a guard, who promptly disintegrates, VR-style.

VR NOT AMUSED: In one crowd-pleasing VR mission, Snake dodges oversize guards.

SNOW YOUR ENEMY: The guard stops to peer around as Snake quivers around the corner.



INTRODUCING THE HAND: The scene everyone's talking about - Snake on a board.



RAIDEN HIGH: After a series of VR missions involving Ninja, the mask reveals... Raiden.

WHEELY WILD SHOW: In the final scene, Raiden struggles to open a tanker door...

LAME FOR A GAFF: ... and pulls it clean off, desperately hoping that nobody's noticed.

including multiple playable characters and fresh twists on old puzzles.

Snake Tales is a sheer fan-pleaser. "Everyone loves Solid Snake, hence Snake Tales. We have short ones, medium ones, long ones, and they each have little stories," Kojima expands. "You'll see characters like Emma appear in one of the Snake Tales, but not as her role in Sons of Liberty. She could be there as someone else, such as Meryl. And as you see, you can go skateboarding." Yes, contrary to Internet speculation, Snake *will* be able to skate on Big Shell – using the in-game engine from Konami's forthcoming *Evolution Skateboarding*. PSM2 can reveal that this fantastic extra stems from an internal trade-off between the two programming teams.

Kojima wouldn't be drawn on the existence of a sequel, teasingly confessing, "I've been told not to talk about *Metal Gear Solid 3* before I left Japan." Speculation suggests that the project's pencilled for PS3 – a rumour compounded when PSM2 spotted Kojima and PlayStation inventor Ken Kuturagi chatting animatedly at the SCEA party. Kojima *did* confess that research was underway on an on-line *MGS* project. "It's not in production. We're just doing research. So, hopefully, if we can do it, we will." At a previous meeting, Kojima intimated to PSM2 that an on-line *Metal Gear* might feature multiple Solid Snakes, where only the strongest could survive and earn the right to wear his name.

Konami are provisionally scheduling *MGS2 Substance* for a March 2003 release – start counting the days.

PSM2 RECKONS *We were unsure about this, but Kojima's proven us wrong. Handplants on Big Shell? Don't mind if we do.*

WIN! A PS2 AND WILSON TENNIS RACKET

Ah, Wimbledon. Two weeks of strawberries, driving rain and Henmania – climaxing in a flush of jingoism and a sound beating from an unseeded Scandinavian. We love it. Thankfully, so do those kindly folk at Wanadoo, who are priming *Next Generation Tennis* (see review on pg71) for imminent UK release. With ten officially licensed players, including 'Timbo', a bevvy of tournaments and stunning animation, where better to avenge the wrongs of the last few weeks?

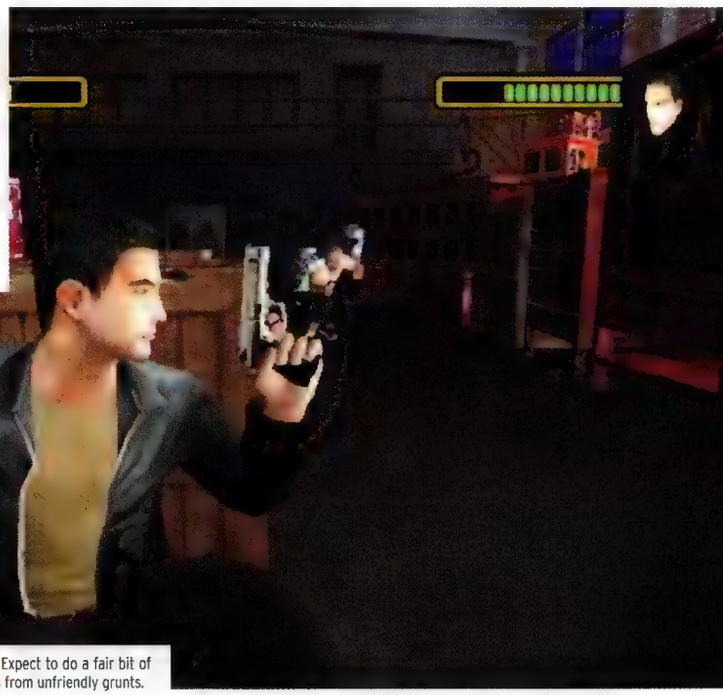
Thanks to our Gallic pals, we're giving away some mega prizes to celebrate the launch of *Next Generation Tennis*. The lucky winner will scoop a PS2, a copy of the game, some merchandising goodies and – get this – a £200 top-of-the-range Wilson tennis racket (as used by the Williams sisters, featuring – oo-er – Iso Zorb absorption technology). Five runners-up will receive copies of the game and a merchandising pack worth £70. Bargain. To stake your claim for ultimate glory and nab a gleaming kit bag of goodies, answer this simple question:

Venus and Serena Williams are:
a) Planets b) Flowers c) Sisters

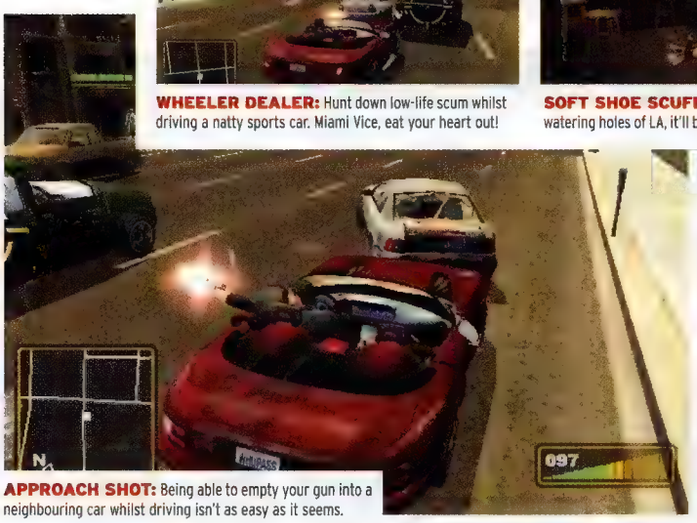
Answers on a postcards to **Family Affair, PSM2 Magazine, 30 Monmouth St, Bath, BA1 2BW.** Closing date: 15th August 2002. As usual, no correspondence shall be entered into and the editor's decision is final.

WHEELER DEALER: Hunt down low-life scum whilst driving a natty sports car. Miami Vice, eat your heart out!

SOFT SHOE SCUFFLE: In the less than salubrious watering holes of LA, it'll be pints of *blood* you'll be spilling.



CRATE HALLS OF FIRE: Expect to do a fair bit of slinking round avoiding head shots from unfriendly grunts.



APPROACH SHOT: Being able to empty your gun into a neighbouring car whilst driving isn't as easy as it seems.

>PSM2 INVESTIGATION 71/72

CRIME OF THE CROP

GTA3 meets scenery-busting Jon Woo gunplay in Activision's new *Getaway*-shaming LA story.

Activision's *True Crime: Streets of LA* was *the* biggest surprise at E3 and – whisper it – a potential *Getaway* beater. Comparisons are unavoidable – as cop-turned-special forces agent Nick Kang, you've got to drive, fight and shoot your way around 400 square miles of accurately-mapped LA streets to bring down a ruthless Russian/Chinese Mafia ring. Where *True Crime* differs from Team Soho's effort – and possibly betters it – is the *Max Payne*-style gunfights and awesome Jet Li-shaming scraps.

In one memorable scene, we dived into a warehouse of goons brandishing double-handed pistols, dispensing red-hot justice in pseudo slo-mo. In a nod to classic Jon Woo flick Hard Boiled, our hero can cross his hands mid-flow, targeting people independently like Rage's forthcoming *Twin Caliber*. Fight scenes were equally rousing, with back-breaking axe kicks, lightning parries and scenery-shattering head-butts. Basically, it's everything you'd want from a chop-socky Hong Kong movie stuffed into a western-style game.

The driving sections are redolent of *GTA3*, with *Ridge Racer*-style handling. You can smash up pretty much anything – lamp posts, bus stops, bystanders – while chasing foes in true *Chase HQ* fashion. PSM2 fondly recalls careening round a hairpin bend while simultaneously plugging shots at a duelling Mafia van. From what we could tell, the recreation of LA is spot on, spanning West Hollywood to Beverly Hills, taking in the same streets as the route to the E3 convention centre.

"IT'S EVERYTHING YOU'D WANT FROM A CHOP-SOCKY HONG KONG MOVIE STUFFED IN A WESTERN-STYLE GAME"

PSM2 RECKONS *Activision have shamelessly plundered the best elements from* GTA3, Max Payne *and* The Getaway *to produce an instantly-enjoyable action-adventure. Whether it'll have the polish of Sony's effort – or genius design of Take Two's – remains to be seen. Expect a mid-2003 release, but we'll bring you all the latest news as soon as we get it.*

ART SIMULATING LIFE: At times the similarities with Big Brother are scary, though without all the crying.

FORGING A HEAD: You get to play God, moulding your diddy housemates' appearance down to the tiniest detail.

SMALL WORLD: Watching the housemates just pottering about, getting on with their lives, will eat up whole days...

SIM'LL FIX IT

Why *The Sims* will ruin your life. After all, 15 million PC owners can't be wrong. Can they?

Officially the fastest-selling PC game ever, *The Sims* is coming to PS2 – and it's about time we got a great game that doesn't involve mass murder. The premise is simple – take an inch-high bachelor, then either mould him into a party animal, go-getter or despondent, pizza-flavoured slob as your whims dictate.

As well as the PC version's classic open-ended game, the PS2 *Sims* will offer a more structured, aspirational level-based neighbourhood where you start in a shack and work up the social/career ladders. Even better, there's a two-player mode, giving you the chance to compete with a mate for popularity points. Visually, the game has a new 3D look, along with haircuts, clothes and neighbours that haven't been seen in any of the PC expansion packs.

PSM2 RECKONS *Drinking coffee for energy and flirting with the neighbours? Let's see how the little bleeders deal with living life the PSM2 way...*

MISS SHELF FRIDGE: The PSM2 Sims might be made in their creators' images, but they keep their kitchen a lot tidier.

SIM-PLY THE BEST

Five reasons why playing *The Sims* is better than real life.

1. FLIRTING

In real life, making the first move's nerve-wracking and rejection's painful. In *The Sims*, it's simply a question of prodding the Talk, Compliment, Backrub and Kiss buttons until someone marries you. Easy.

2. JOBS

No-one has to stack shelves in *The Sims*, where *every* job's a good 'un. The career path from cat-burglar to astronaut has never seemed so straightforward.

3. CHILDREN

Not ready for the sleepless nights and responsibility of a real child? Just snog until a sim-sprog materialises. Hug and Feed them until you get bored, then send them off to school, let their grades slip and watch them get carted off to military academy. Sorted!

4. RAMPANT MATERIALISM

Even our most violent readers yearn for domestication – loads of *GTA* suggestions involve filling a stolen house with looted electrical items. Just stick a hot tub next to the jukebox and you'll be the life of the party.

5. MURDER

Oh, all right then. Slobbish housemates getting on your nerves? Don't bother with murmurs and tutting – just wall them up in a room, suggest a midnight swim or encourage them to change that 'faulty' lightbulb. Neat.

BYTESIZE バイトサイズ

›UK: PSM2 has been selected to advise with development of *FIFA 2003* – the only independent PS2 magazine in the UK trusted to the job. We've already suggested – well, demanded – major revisions to the passing, heading and overall level of player AI, and should be playtesting early code as you read this. Rest assured, EA know their existing game engine is flawed – particularly in comparison to *Pro Evo* – and are pulling out all the stops to make a truly skillful, realistic game. Full exposé next month.

›JAPAN: After only eight weeks on release, *Winning Eleven 6* has sold over a million copies – joining an elite band of seven figure PS2 titles including *Onimusha*, *GT3* and *FFX*. The game is currently scheduled for a November UK release as *Pro Evolution Soccer 2*.

›UK: Capcom are making *Onimusha 2* 50/60Hz compatible, ensuring full-screen play for UK gamers. Sadly, the option comes at the expense of the Japanese 'making of' trailers, due to the increased disc space taken by the in-game FMVs – which had to be recorded twice, one for each frame rate. **›USA:** THQ are working with UK-based developer Traveller's Tales on *Finding Nemo*, the forthcoming movie from Disney/Pixar, due 2003. The story revolves around a comedy father/son partnership who become separated in the Great Barrier Reef. Watch out for Traveller's Tales' forthcoming *Haven: Call to the King* as proof of their technical mastery.

›USA: Universal Interactive are developing *The Hulk*, based on the forthcoming movie.

WIN! 5 COPIES OF THE SIMPSONS SERIES 2 DVD

Let's face it, the first series of The Simpsons was a bit of a ding-dong-diddly-don't. By today's standards, the wonky animation and polo-mint teeth look a bit, well, rubbish. On the bright side, the spanking new Series Two DVD is the dysfunctional family we know and love. Moe's hair's been sorted, Barney's the right colour and – yes – lovable doughnut Ralph Wiggum makes his first appearance.

The stunning four-disc set packs in 22 full-length episodes, including classics such as Three Men and a Comic Book and Lisa's Substitute, plus oodles of exclusive bonus material. That's over 634 minutes of funny. Unbelievable!

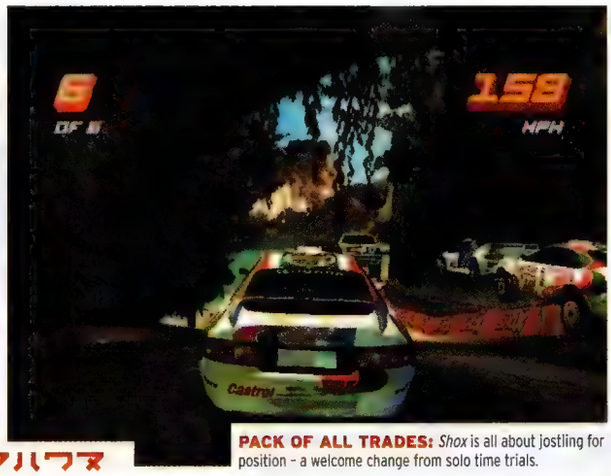
As luck would have it, we're giving away a mind-bendingly brilliant five copies of The Simpsons Series Two DVD thanks to our mates at Twentieth Century Fox Home Entertainment. Bless 'em. To be in with a chance of winning – quite honestly – just about the best thing in the universe, answer this simple question:

What did Bart Simpson encourage us to do in his smash hit 1991 single?

a) Drink b) Drugs c) The Bartman

Answers on a postcard to: **Bart Exchange, PSM2 Magazine, 30 Monmouth St, Bath, BA1 2BW.** Closing date: 15th August 2002. As usual, no correspondence shall be entered into and the editor's decision is final.

SANDY OLD DEVIL: EA's convention-defying racer lets you skid your motor onto the beach.



PACK OF ALL TRADES: *Shox* is all about jostling for position - a welcome change from solo time trials.

LEAP AND CHEERFUL: Each track houses a jump point. The longer you jump, the more cash you get.

SHOX IN YOUR HEAD: You need to make three consecutive golds on the Shox Zones to start the Shox Wave.

SLEET LIKE CHOCOLATE: The 24 tracks are split into three different types - desert, dirt and ice.

LIGHTS BE HAVING 'YER: The graphics are detailed and super-slick: just check out those headlights.

›PSM2 INVESTIGATION フハフオ

SHOX AWAY

It's rally racing – but not as you know it. Welcome to the genuinely radical ride of EA Big's *Shox*.

There are many words you'd associate with EA – solid, branded, profitable... but innovative isn't one that always springs to mind. Thankfully the EA Big label – *Freekstyle* excluded – is your guarantee of fat-free, funky gaming. As *NBA Street* and *SSX Tricky* prove, replacing rules with attitude can go a long way. Cue *Shox*, the self-styled extreme rally racing game from the UK-based developers behind *F1 2001*.

Unlike its serious rally rivals, *Shox* is a racing game with a clear arcade philosophy. You race five other cars around fantasy-designed tracks. There are 24 officially licensed cars from manufacturers such as Ford, Audi and Peugeot, each of which are grouped into four power classes. Progression between classes occurs by earning money to buy new cars. The most obvious way of doing this is winning races, but it's by no means the only route.

Most notable are the eponymous Shox Zones. There are three per lap and they act as timed stages – the difference being that the faster you complete the stage, the more money you accumulate. Winning a race earns about the same as getting a gold medal on all the zones, giving players two different strategies for winning. Even more extreme is the Shox Wave – triggered when you get gold medals on three consecutive Shox Zones. This acts like a bonus multiplier – the longer you can keep it going, the more cash is generated.

Other neat touches include a damage meter, which reduces winnings if you drive dirty, event cameras which are triggered by big smashes and jumps, a destruction derby-style multi-player game, and a hardcore gambling option to get new cars.

PSM2 RECKONS *With half a dozen sim-style rally games already available, Shox is shaping up as a breath of fresh air in a stuffy genre. It already looks and plays great, so it should be sparkling by the time it's released in September.*

PEGGY SUE: The gameplay's as solid as ever, requiring precarious grinds to reach distant switches and new areas.

SKIRTING THE ISSUE: Acclaim welcome back their defiantly heterosexual Boob Technology™. We're not joking.

BM-XXX BANDITS

Rocket launchers, strip shows and public urinating – Acclaim hit new extremes with the most offensive game in history.

Acclaim shocked this year's E3 crowd with *Dave Mirra XXX* – a disturbingly adult version of their popular BMX series. The game builds – or rather rips up and widdles – on *GTA3*'s immoral template, with full rider nudity, fornicating poodles and ear-scorching expletives. During one of E3's quieter moments, PSM2 spent, er, *quality time* with Executive Producer Shaun Roser – a huge man, sweating profusely – to discover the game's subtler features.

Basically, it's *Animal House* on BMXs with a splattering of potty-mouthed filth. As Roser explains, "*Dave Mirra XXX* is everything you've never seen in a videogame before; adult language, adult violence, nudity... I can take a female character and make her t*ts as big as I want to. She can take her clothes off and ride around naked." Somewhat disturbingly, Roser demonstrated said feature, adding excitedly, "See, they bounce around kinda nice." Fear not – in the interests of equality, you can pedal about with a naked feller too, love spuds dangling in the breeze.

Gameplay's identical to *Dave Mirra*'s PS2 debut – tight, expansive and combo-packed – though the objectives have taken a, erm, *surreal* new direction. Roser colourfully explains an example: "There's a dog s***ting in the park, there's steaming piles of s**t everywhere so you go and talk to the gardener and he says, 'My f***ing dog is f***ing s***ting all over the place'. He actually says that, no bleepin', and you've got to help him out." The solution, naturally, involves a Pimp, a dog basket and a randy poodle.

The two-player dual mode features sniper rifles, grenades and rocket launchers, plus the option to customise your bike with jet packs and – man alive – anal probes. Other attractions include a strip poker stunt challenge, where the weakest player loses an item of clothing.

Suffice to say, *Dave Mirra XXX* is going to huge, albeit among granny-tricking 14-year-olds. In the words of Roser: "Every level in this game is hilarious, you're going to walk away from this game and say this is the funniest thing I've seen in my life."

HELMET KOHL: Collect coins to visit the strip show – the full monty's not going to be cheap, mind.

SPLITS AND STARTS: Acclaim's much lauded trick modifier system will return – with added anal probes.

TEENAGE KECKS: Customisation options are extensive, but you can always opt for unabashed nudity.

PSM2 RECKONS *Crikey. While we can't commend Acclaim's ultra-cynical lowest common denominator approach, you can't deny the game's underlying quality. If this doesn't sell by the truckload, we'll eat our handlebars. Full disturbing preview, soon.*

DEVIL WOMAN

Capcom unveil DMC2's mystery lady – just don't stare or she'll 'ave yer.

Hel-lo... this ginger beauty's the new feminine side of *Devil May Cry*, with her fists, suggesting that she's playable at some point in the game. But does this mean that Trish 'n' Dante's plans to settle down have failed? Has the demon-lady gone back to her evil ways? Did Dante's one-liners *actually* work on a girl? Good questions all, but we'll have to wait a bit longer to find out.

SPY REEL

EYE TOY

"SONY'S EYETOY USB CAMERA PERIPHERAL DEBUTED WITH A WINDOW CLEANING GAME"

SUBJECT: ELECTRONIC ENTERTAINMENT EXPO
LOCATION: LOS ANGELES
DATE: 22.05.02

E3: UNCUT

The hottest games, the inside gossip, the definitive verdict – everything you need to know about E3 that everyone else forgot to tell you.

Welcome to E3, Los Angeles, USA – home of overpriced bagels and coffee, underdressed superheroes and the World's Greatest Videogame Event. As usual, the industry's leading publishers were there to throw up their fair share of killer games into the fray, from *MGS2 Substance* to *TimeSplitters 2*, delighting share-holders and excitable fanboys alike. Thankfully, PSM2 was in attendance to sort the juice from the sluice – unearthing the best games, sweetest rumours and shaming outright tripe with a single disapproving glower. Well, *somebody's* got to do it.

Oddly enough, the biggest surprise of the show was that there were *no* surprises. Well, not really. All the games that were expected to shine – *Devil May Cry 2*, *Lord of the Rings*, *Star Wars: Bounty Hunter*... – turned up exactly on cue. Perfectly stunning, stunningly predictable. Conversely, the games we were *secretly* hoping to unearth – EA Big's Freeriding game, Rare's *Perfect Dark 2* and *Gran Turismo 4* – remained curiously absent. Not to be perturbed, PSM2 launches an investigation into the missing gems, with some fascinating results over the page.

Naturally, we're not forgetting the games that matter – those pad-snapping gems that tinkled our fascination keys and captured our hearts. Nobody wants to waste their precious time reading PR-fuelled hogwash about prospective big-budget stinkers. It's early days, but hopefully our definitive E3 round up should help with your gaming purchases for 2002 and beyond, rating the finest games by genre and overall level of impact. In a world of flashy graphics, mega licences and solid sequels, we scoured the show floor for genuine innovation and – dare we say it – games that remind us why we spend so much time locked indoors when we could out be out chucking frisbees and dancing in

WE SCOURED THE SHOW FLOOR FOR GAMES THAT REMIND US WHY WE SPEND SO MUCH TIME LOCKED INDOORS

BURNING NEWS NUGGETS

- Chris Deering accidentally mentioned *SSX Tricky 3*, *Star Wars Episode 2: Clone Wars* and *Die Hard 4* during his pre-E3 Sony press day round up.
- Sony denied an imminent PS2 price drop – but didn't rule one out in the fullness of time.

DEAD RINGERS: (Clockwise, from left to right) *The Evil Dead*'s Bruce Campbell camps it up for THQ; J'll de Jong wobbles about as Lara Croft; Storm and, er, friends share an awkward moment on the Activision stand; PSM2's DVD producer Dan G hugs Mr T in fear for his life; while Dan D enjoys the World's first four-player game of *TimeSplitters 2* under the blazing lights of the SCEE presentation stand.

OUR DEFINITIVE E3 ROUND-UP SHOULD HELP WITH YOUR GAMING PURCHASES FOR 2002 AND BEYOND

the streets. Enjoying games is what PSM2's all about – and you can rely on the fact that our no-nonsense recommendations are based on hours of rock-solid pad time, not cobbled PR promises or the delivery of cod exclusives. Jeez, we really *should* get out more. Until then, here's the cream of E3... PSM2

GET THE LOOK!

You too can look like a sweat-stained, sunburnt games journo by snaffling these cheerily worthless E3 accessories! Simply sprint from stand to stand, nodding politely at shit games and you're off!

STICKY DISCO: No *Vice City*, so Take Two placated us with monkey stickers.

BAND OF BOTHERS: These little beauties gave you access to the Sony party.

BAG IT UP: Sony dished out backpacks, delighting malnourished Euro journos.

THE LIGHT STUFF: It flashes. It glows. It writes. PSM2 salutes the World's Best Pen.

enquiring, "Are you all right there, little boy?" before realising his grievous error.

■ *Resi Online* featured hundreds of bloodthirsty zombies, with the player apparently trapped in Raccoon City fighting for survival.

graphics were ultra-sharp in true Capcom tradition.

■ Sony's Eye Toy USB camera peripheral debuted with two-player window cleaning game *Wishi Washi*, karate board cracker *Kung Foo!* and rhythm action hand-wobbling dancer *Beat Freak!* All three games were impressive real-time integration of video was just incredible.

■ Outkast rocked the crowds at the ever-popular SCEA party, while Hideo Kojima and Ken Kutaragi shared beers on a faraway table – spotted by PSM2's eagle-eyed correspondent.

■ A prominent name in the PS2 development field had a few words to say about *The Getaway* over a few cold beers.

■ Over 160 million PS2 games have been sold worldwide, with over 400 titles available by March 2003.

three times the rate of PSone

■ Sony will be hosting the PlayStation Experience at Earl's Court London from 29th–31st August, showcasing all-new games with a dedicated 'consumer' section housing over 10,000 gamers

E3

TIMESPLITTERS 2
"HATS OFF TO EIDOS FOR GETTING THE FOUR-PLAYER GAME UP AND RUNNING IN TIME FOR THE SHOW."

SUBJECT: ELECTRONIC ENTERTAINMENT EXPO
LOCATION: LOS ANGELES
DATE: 22.05.02

BEST OF SHOW

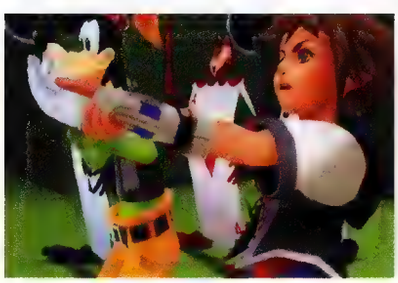
The greatest games, shocks and flops of E3 – assessed by genre and overall level of dazzle.

BEST BEAT-EM-UP
X MEN: NEXT DIMENSION

RUNNERS UP:
SHINOBI
PRIDE FC
MARVEL VS CAPCOM 2
WWE SMACKDOWN! SHUT YOUR MOUTH

Hmm, it's been a quiet year for beat-em-ups. We'll plump for the *X-Men* in the absence of *Soul Calibur 2*, and pray our penchant for 2D and *Marvel vs Capcom 2* isn't solely based on cruddy nostalgia. The new *Smackdown* game was shiny and playable but, frankly, not an enormous leap forwards. *Shinobi*'s not strictly a beat-em-up, but you do get to dance on the ceiling while slicing ninjas in half. Which we applaud.

BEST RPG
KINGDOM HEARTS



RUNNERS UP:
DARK CHRONICLE
SUIKODEN 3

First reviewed in PSM2#23 (rated at 87%), the celeb-packed English language *Hearts* features voices from Haley Joel Osment, Mandy Moore, Sean Astin and David Boreanaz. The exquisite E3 trailer drew crowds on a consistently staggering basis. *Dark Chronicle* looked neat with its unique cartoon styling, while *Suikoden 3* silently mesmerised onlookers.

GAME OF THE SHOW

1 TIMESPLITTERS 2
2 RATCHET AND CLANK
3 MGS2 SUBSTANCE

RUNNERS UP:
DEVIL MAY CRY 2
SHINOBI
SILENT HILL 3

Contentious, since no game towered over the pack – well, not like *MGS2* at previous shows. *MGS2 Substance* looked like a real fan pleaser and is *bound* to be brilliant but – being harsh – it's only a sequel, albeit massively re-jigged. *Ratchet and Clank* was graphically stonking with intuitive, varied gameplay but the vague similarity to *Jak and Daxter* left *TimeSplitters 2* with a clear run. High-speed, ultra-addictive, super-slick – well, just catch our exclusive hands-on preview on pg24, and dig out the digit polish in frenzied anticipation. Hats off to Eidos for getting the four-player game up and running in time for the show, while most softies settled for flashy trailer vids. *Devil May Cry 2* got Joel's vote, if only for the wall-running slashy bit.

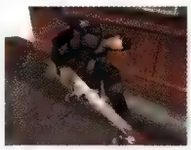
BEST FPS
TIMESPLITTERS 2

DIG OUT THE DIGIT POLISH IN FRENZIED ANTICIPATION

RUNNERS UP:
RED FACTION 2
007: NIGHTFIRE
13

First choice explains itself, but *Red Faction 2*'s looking like a real contender. In one section, we were treated to a glimpse of the all-new solo-player Geo Mod, where the hero had to blast a makeshift path through an office to avoid a deadly mounted cannon in the main corridor. Graphics were fast and sharp, with teasing four-player prospects and twin-pistol mayhem. *13* looked cel-shadingly sexy, with devious plotting, while *007: Nightfire* offered bigger set pieces, svelte femme fatales and plentiful cunning.

BEST ACTION ADVENTURE
MGS2 SUBSTANCE

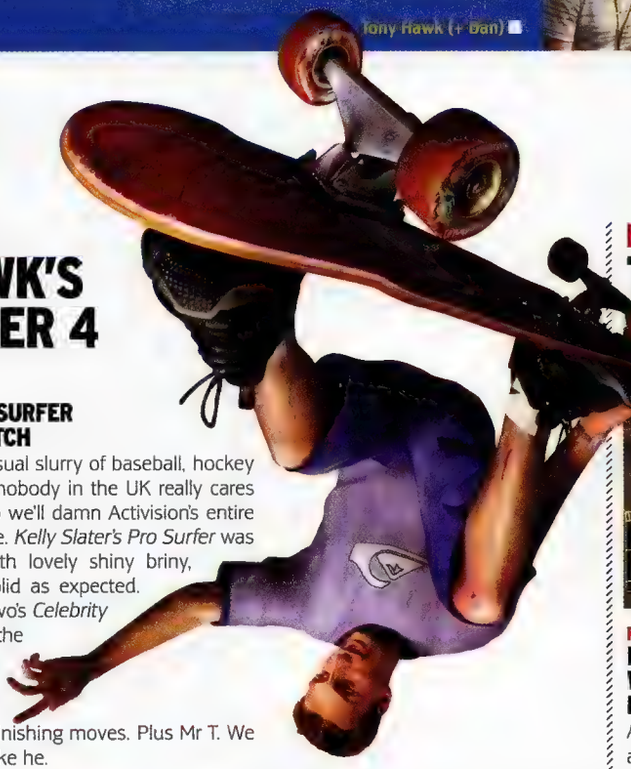


RUNNERS UP:
SPLINTER CELL
INDIANA JONES AND THE EMPEROR'S TOMB
TOMB RAIDER: ANGEL OF DARKNESS
STAR WARS: BOUNTY HUNTER
DMC2
HARRY POTTER
LORD OF THE RINGS
SILENT HILL 3
SHINOBI
HITMAN 2

Tough, since every half-decent game fell into this category. *MGS2 Substance* edges out thanks to a skateboarding Solid Snake and superior pedigree, but we're hell-to-leather excited about *Splinter Cell* (brilliant advanced stealth and lighting), *Devil May Cry 2* (new playable female character and city based combat) and, ooh, *Indy Jones* – though all Lucasarts' games were good.

"IN *TONY 3*, I LIKE RIO - I GOT MY HIGHEST SCORE (2.5 MILLION) THERE..."

Tony Hawk (+ Dan)



BEST SPORTS
TONY HAWK'S PRO SKATER 4

RUNNERS UP:
KELLY SLATER'S PRO SURFER
CELEBRITY DEATHMATCH

Um, EA's stuff was the usual slurry of baseball, hockey and 'football' titles that nobody in the UK really cares about. No *Pro Evo 2*, so we'll damn Activision's entire O2 range with feint praise. *Kelly Slater's Pro Surfer* was deceptively involving with lovely shiny briny, while *THPS4* was as solid as expected. Shock game was Take Two's *Celebrity Deathmatch*, based on the MTV claymation series, with great animation, active taunt system and delightfully morbid finishing moves. Plus Mr T. We pity the fool, who don't like he.

BEST PLATFORMER
RATCHET AND CLANK

RUNNERS UP:
SLY COOPER AND THIEVUS RACOONUS
HAVEN: CALL TO THE KING

Technically superior to *Jak and Daxter*, but with charming – dare we say it? – funny characters (Clank's ace), over 30 killer weapons and fiendishly addictive gameplay. More, er, adult, if you will. *Sly Cooper* looked divine but played too simplistically to dampen our enthusiasm for Midway's *Haven* – a graphically epoch-defining fusion of driving, swimming, fighting and platform elements. Leap from crate to boat to outer space without a single intrusive cut-scene, loading screen or shift in graphic engine. Wow.

OVER 30 KILLER WEAPONS AND FIENDISHLY ADDICTIVE PLAY

BEST DRIVING
BURNOUT 2

RUNNERS UP:
COLIN MCRAE 3
AUTO MODELLISTA
RIDING SPIRITS

Frankly, we couldn't believe Criterion's game was running on PS2, such was the ultra hi-res texture detail, speed and jaw-dropping sun-flare windscreen reflection. Better yet, there's *Fast and Furious* style custom cars, a cop-chasing Pursuit mode and the potentially awesome Offensive Driving 101 – an anarchic, car-smashing, skidding and jumping bastardisation of *GT3*'s licence tests. *Colin McRae* looked great and played better, while *Auto Modellista* charmed us utterly silly despite some provisionally woolly handling. *Riding Spirits*? Quite simply, it's *GT3* on bikes. Decent enough.

BIGGEST SHOCK
TRUE CRIME

RUNNERS UP:
DAVE MIRRA XXX
WAR OF THE MONSTERS
PRIMAL

Activision's *Getaway* beater. Who wants to be a portly Landern gangster when you can be a Jet Li-style, crime-solving, convertible-crunching LA cop? *Dave Mirra XXX* shocked – in the blatant cash-in way – with its nude riders, foul language and incredulous real-life strip shows. *Primal* was sharper than most Xbox games with a unique double-handed combat system, while *War of the Monsters* – from the creators of *Twisted Metal: Black* – will appeal to frustrated Godzilla vs Mothra fans the world over. Like ageing arcade machine *Rampage*, only good.

BIGGEST DISAPPOINTMENT
THE GETAWAY

RUNNERS UP:
SIMPSONS SKATEBOARDING
ROLLIN'
SPYRO: ENTER THE DRAGONFLY
BATMAN: DARK TOMORROW
ECKS VS SEVER
CROUCHING TIGER, HIDDEN DRAGON

Oh dear, enter the walk of shame. After all the fuss made about *The Getaway* – the painful swear-packed trailer, the emphasis on Talking Heads technology and the 'interactive movie' PR garble – why did the game look jaggy, play clumsily and feel sadly convoluted?

Don't get us wrong, it's still a decent game – with painstakingly accurate London streets and some of those neat shooty stealthy sections – but after three years of rumours and countless too-good-to-be-true screenshots, it's not looking as good as *GTA3*. Now *that's* criminal.

GAMES M.I.A.

Killer games that slipped through the E3 net and hid behind a Wendy house. Probably.

1) EA BIG'S FREERIDING GAME

Why? Though EA are refusing to comment, the game clearly isn't ready for a public unveiling.
What next? Wait. EA's UK PR aren't even allowed to talk about it yet. We suspect the game will slip until 2003. Perhaps Team Chaos panicked when they saw *THPS4*'s free-roaming career mode.
ETA: Spring 2003

2) PERFECT DARK 2

Why? Rumour has it that Rare *will* be going multi-format, but need to tie up a PS2 publishing deal.
What next? Suffice to say, Rare's UK PR manager was seen at E3 and attended Activision's notoriously-exclusive party bash – the publisher hotly tipped to acquire Rare's games. Curious, no?
ETA: 2003

3) CRITERION'S 'MYSTERY' FPS

Why? Criterion are waiting to see how *Timesplitters 2* fares before releasing any details. Now why on earth could that be?
What next? Reading between the flashing neon lines, we're guessing Criterion's FPS will be playable on-line. If it looks half as good as *Burnout 2* – the *Halo*-bashing claims could be true.
ETA: Spring 2003

4) GRAN TURISMO 4

Why? The game isn't ready... yet.
What next? Yamauchi was at E3 and confessed that *GT4* would premier at next year's show, with full on-line capability.
ETA: Summer 2003

5) ALIENS COLONIAL MARINES

Why? The game's lost on LV426. Or something similar.
What next? Jet-packs reduced to £9.99, King Harry builds a clone army and Wales win the World Cup.
ETA: 2147

© 2002 Electronic Arts Inc. All rights reserved. Electronic Arts, EA GAMES, the EA GAMES logo, Medal of Honor Frontline and U.S. and/or other countries. Medal of Honor is a trademark or registered trademark of

Your first mission is to stay alive.

But on the beaches of Normandy, under heavy fire, that isn't easy.

And things become more hair-raising as you enter Nazi occupied Europe.

You can't afford to put a foot wrong. This is about self-preservation. And that's an order, soldier.

EA GAMES

www.ea.com

Electronic Arts Inc. in the U.S. and/or other countries for computer and video games. All rights reserved. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand. "PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc.

D-DAY. JUNE 6TH. 1944.

MACHINE GUNS.
SNIPERS. MORTARS. MINES AND GRENADES.
JUST WHAT YOU'D EXPECT FOR
A HERO'S WELCOME.

PlayStation 2

PlayStation 2

You don't play. You volunteer.℠

COVER GA E

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITL ASURE...

OUT UK 27TH SEPTEMBER

TIMESPLITTE

"A THROAT-COARSENING, AIR-BLUENING, EYE-WRECKING STORMER OF A MULTI-

RS 2

PLAYER EXPERIENCE..."

DON'T ROCKET TILL YOU'VE TRIED IT: The homing launcher automatically brings up a handy targetting reticle.

It's got miniguns, monkeys and massive multi-player appeal. And this time, it looks as if '*Splitters* won't even let friendless singletons escape...

SHOOTING HIS MOUTH OFF: Joel Snape

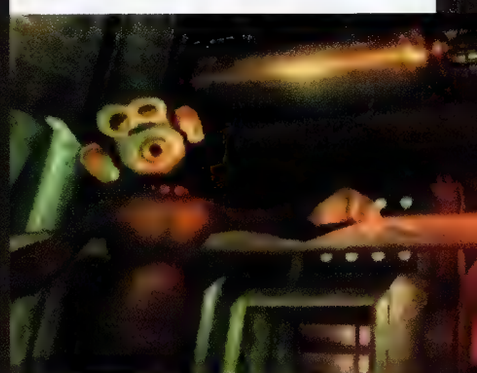
Dry retinas. Disgruntled girlfriends. Entire afternoons spent wired and angry after losing three matches in a row and eating nothing but crisps at lunchtime. The life-stealing powers of *TimeSplitters* were legendary – the only possibility of escape was not having any friends. This time, we're not even sure that's going to help.

Compare and contrast: a typical mission in the original consisted of slogging through countless zombies, nabbing a crystal and sprinting back through the resultant horde of vaguely zombie-like things. A typical mission in *Splitters 2* involves sneaking, sniping, explosives, disabling cameras, unlocking doors, commandeering security measures and nabbing a time crystal. In classic *GoldenEye* style, objectives can be cryptic – often you're told little more than 'Overload the Nodes' and left to work the rest out yourself. Each mission involves the bare minimum of objectives on the Easy level, gradually adding more as you ramp up the difficulty. Secondary objectives – like taking out a certain truck in the Chicago area ▶

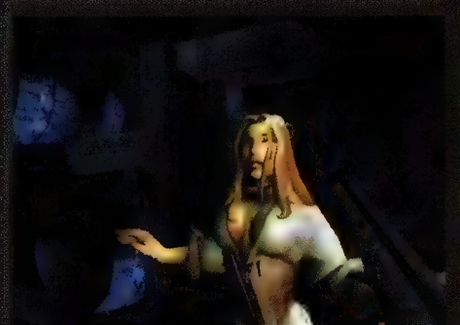
MONKEY MAGIC

Clyde. King Kong. Dunston. Simian hardcases all – but none of them quite as endearing as PSM2's tic-infested cover stars. Like *GoldenEye*'s Oddjob, they're the midgety cheater's option, a knee-high menace that's never obvious until you hear the tell-tale shriek and watch your life bar disappear. There's even rumoured to be a Monkey Assist handicap option in Deathmatch, where anyone doing badly enough gets some ape assistance...

APES OF WRATH: It's creepy. Their expressions never change, although they shriek when they catch fire.



BRING OUT THE CHIMP: And their movement animations are brilliant - full of somersaults and knuckle-dragging.



DOUBLE-BARRELLED SHOT FUN: No time to stare at chesty ladies, mind - cap her even if she doesn't look armed.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

'BOT'S LOVE GOT TO DO WITH IT? Box-headed robots and the like'll be your reward for completing secondary missions.

LASER SHARP: The plasma rifle's almost directly stolen from ahem – *Halo* right down to the overheating animation.

BOLT SEAVERS: The crossbow might come in handy during the Aztec levels, but it's a bastard to reload.

▶ – unlock extra characters, weapons or game modes, ensuring that getting the most out of the multi-player mode demands solo dedication. Thankfully, more attention to level design and variety ensure there's none of the original's tear-sodden misery – remember trying to complete Egypt on Hard in under a minute? Different levels play to different strengths, so while the Dam and Chicago require sniping and stealth, the Robot Factory's a gung-ho strafe-heavy bang-shoot.

The plot's still little more than a flimsy pretext for the era-skipping action – but at least it's there. Turns out, the 'Splitters themselves are being pursued through time portals by a group of marines – who, conveniently enough, turn into characters like Lisa Nadir when they take the plunge. Comedy cut-scenes bookend the action, showcasing the improved character movement. Rather than smother unemployed actors in ping-pong balls, Free Radical have opted for hand-drawn animation, lending the characters their own floppy-limbed charm. Get close enough in a deathmatch, and you'll see characters slide, twirl and somersault as part of their standard movement animations. Shoot them, and they judder and twitch – but tell-tale muzzle-flash shows that they're returning fire.

Elsewhere, the engine's undergone similar improvement since the first game. Take fire hydrants – those mainstays of scenic interaction. Traditionally, busting a cap in one results in a tepid squirt of pixels – but here they unleash a particle-sodden gush of realistic water. Ricocheting tracer fire from the sci-fi pistol sprays light across bots, fire extinguishers skitter across the floor under the momentum of their own propellant – it's a step up

FLAME IT ON THE BOOGIE: Standing around to gloat over a juddering burn victim is sick and foolish, yet irresistible.

RAGE AGAINST THE MACHINES

In contrast to the stealth-heavy Dam, the Robot Factory's a laser-heavy slog through swarms of tin-legged adversaries. Our favourite moments include: 1. Avoiding a knee-high detection beam by hiding behind crates... then flick a switch to turn on defence mode – and slice the legs off the bots. Genius! 2. Remotely steering a security bot into an electric barrier, and... 3. Discovering that giving robots a jolt with the Electroprod leaves them vulnerable and dancing. Electric boogaloo!

"SLAPSTICK FUN IS BETTER IN A WAY – GETTING A '20s SLAPPER WITH A TOMMY GUN'S FUNNY"

Karl Hilton
Director of
Free Radical Design

SHORTS IN THE ACT: Plenty of space-ladies strutting around in their space-hotpants. Jonnie can't resist them, strangely.

RANGE HILL: The sniper rifle's painfully judderv at first, requiring a feather-light touch for any hope of accuracy.

from the original's solid but unremarkable physics. There's even been a significant improvement in the original's yawnsome 'Anyone for a cup of tea?' loading times.

As in the first game, each of the ten time-zones includes one solo level and one designed specifically for deathmatch play. The roster of levels at the moment includes Hospital, Circus, Hangar, Nightclub, Aztec, Neotokyo, Wild West, Ice Station, Mexico, Chicago, Robot Factory and Scrapyard. Free Radical are also planning to include some classic multi-player environments in updated form – based on their cheeky smirks, we'd guess that the Site's infamous Portakabin of Death'll make a comeback. The mapmaker's also been improved to feature more open spaces, multi-layered tiles and more textures. Most interestingly, you'll now be able to design specific single-player levels, leaving switches, objectives and escortable NPCs around, then setting the AI and movement paths of enemies to challenge a mate. Speaking of which – it's about time for some psychotic enthusiasm.

"OH, OH, *OH* – THE MULTI-PLAYER MODE'S GREAT. EACH WEAPON HAS ITS OWN QUIRKS, AND YOU'LL SWIFTLY DEVELOP A FAVOURITE – BOTH DEPENDING ON AND SHAPING YOUR PLAYING STYLE"

Oh, oh, *oh* – the multi-player mode's great. Each weapon has its own quirks, and you'll swiftly develop a favourite – both depending on and shaping your playing style. The minigun, for instance, requires a few seconds to judder up to speed before unleashing a hail of teflon-jacketed death – making it essential to keep a watchful eye on the radar. The Plasma Rifle fires faster as it overheats – or chugs out stick-on grenades that spell exploding trousers for anyone unlucky enough to catch one. Best of all, though, is the ▶

DENNIS CHOPPER: We haven't seen the shoot-down-the-helicopter bits yet, but look at that sight, eh? Mmm... missiles.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

SOME LIKE IT BOT: These clanking bastards take ages to kill in the factory level.

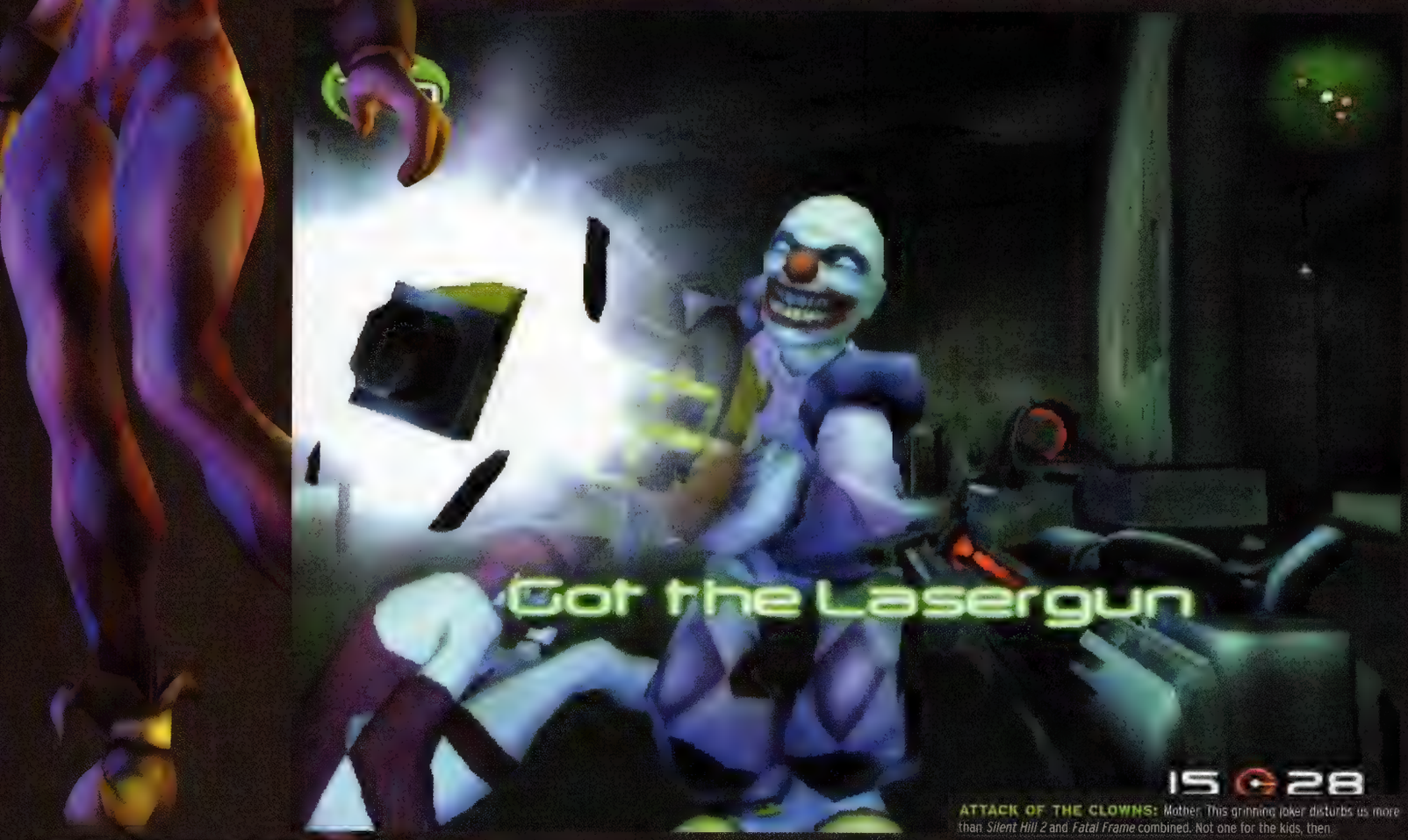
BOOM WITH A VIEW: Levels are littered with explosive barrels to detonate

"ONCE ABLAZE, A SPRINT TO THE LEVEL'S WATER FEATURE IS THE ONLY WAY TO AVOID DEATH"

▶Flamethrower, spewing out realistic belches of flame that'll ignite anyone within close range. Once ablaze, a sprint to the level's water feature is the only way to avoid death – but it's equally tempting to go down in a blaze of glory, chasing your assailant for chargrilled vengeance.

Commandeering remote sentry guns is fun, but leaves you open to timed-mine retaliation. Hiding in pillboxes works fine – but only until some enterprising bloke fills them with burning petrol. Get the picture? Tactical possibilities are almost endless, and how you play – vindictive, ruthless, cowardly – says a lot about you. Equally, some weapons only come into their own in certain situations – the Assault Shotgun's worse than useless in the open, but in a claustrophobic sprint down the Hospital's murky corridors it's the closest thing you've got to a friend.

If eye-desiccating combat's getting a bit stressful, of course, you'll be able to take



ATTACK OF THE CLOWNS: Mother. This grinning joker disturbs us more than *Silent Hill 2* and *Fatal Frame* combined. Not one for the kids, then.

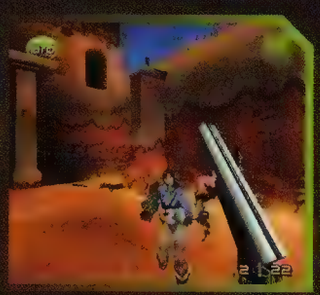
IT'S ABOUT TIME...

1100

AZTEC
The medieval Aztec level is one of the few to feature archaic weapons for your general abuse, including a crossbow.

1830s

MEXICO
The Mexico level's more Young Guns than Unforgiven in tone. Find the fountain early to avoid a fiery death.



1920s

CHICAGO
Chicago has missions that include busting up whisky distilleries, foiling a getaway attempt, and protecting a mob informant.

1920s

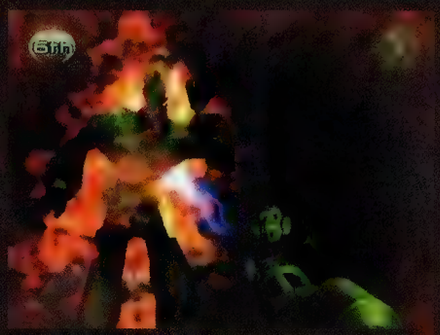
HOSPITAL
This isn't finished yet – but the scary echoing corridors are in place. We'll be hiding in the ECT room, if anyone wants us.

1930s

CIRCUS
We haven't seen much of the Circus except for a scary jester, and those wuvvable monkey-wunkeys.

"EVEN PSM2 FAVOURITE BAGTAG RETURNS, WITH GUN EMPLACEMENTS ADDING TO THE FUN OF MAKING A DRAMATIC LAST STAND WITH YOUR PLASTIC BAG FULL OF BEER"

advantage of the other multi-player options. The Story mode should feature a co-operative two-player mode with switch-based puzzles that'll be familiar to anyone who's played *Half Life Decay*. For more players, Kill The Ogre's a PC mainstay, where one player's incredibly hard – until they're killed, at which point their executioner takes over. Vampire lets you regain health by shooting others, and even PSM2 favourite Bagtag returns, with gun emplacements adding to the fun of making a dramatic last stand with your plastic ▸



LUCK OF THE FIRE-ISH: Flame effects are traditionally difficult to do – *Splitters* handles them effortlessly.

THE TOOTH HURTS: This might be a Splitter – apparently they occupy the bodies of the locals in certain levels.

FOUR-NICATION

No checklist of *Splitters* multi-player features can do justice to the feeling you get from actually *using* them. Picture it – PSM2's finest huddle around the Training Ground level. After a brief control-method-related scuffle of pausing and un-pausing, things swiftly deteriorate. Dan holes up in a sniper spot. Joel chugs grenades inside. Jonnie sprints in with a mini-gun whirring, only to watch as it overheats and then gets shot by everyone. Marcus simply stays aloof, overseeing the carnage from his turret-gun-equipped bunker... genius.

FOUR THE LOVE OF GOD: As ever, the body armour's left in the open to tempt foolhardy kit-hoarders into venturing out.

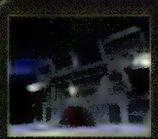
FOUR HEAVEN'S SAKE: We've lost count of the times everyone ends up in a barbecued Mexican standoff. Silly, we know.

SIGHT FANTASTIC: Judicious use of the radar's crucial in the turret gun – don't spray wildly, or nobody'll approach from the front.

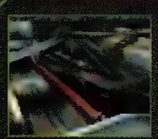
SNIPE FOR THE PICKING: Headshots, of course, are almost instantly lethal with most weapons.

CRAVAT'S YOUR LOT: This dapper chap's the hero of the Wild West level.

1940s | LAST WEEK | THURSDAY | NEXT WEEK | SOON | THE FUTURE

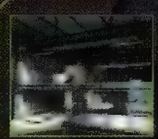


ICE STATION
Funnily enough, there's one of these jobbies in *Unreal Tournament* as well. Any relation, do you think? No?



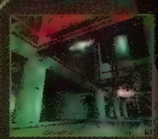
SCRAPYARD
The ideal place for some sort of 'scrap', you'd think, perhaps? Eh? Ho-ho! All right, you've got us, we haven't seen it yet.

DAM
The Dam's a homage to *Goldeneye*'s first level. Karl explains, "We haven't forgotten how to do that sort of game."



HANGAR
We've seen choppers in flight on other levels. Will you be able to commandeer vehicles in Deathmatch?

ROBOT FACTORY
One of the single-player missions, full of catwalks and artfully shadowed sniping positions. Very good indeed.



NEOTOKYO
Neotokyo, eh? We haven't seen much of this one yet, apart from some neon-spattered environments.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

RAY IT FORWARD: See the light-sourcing reflecting off those bots? Mmm. Shame the laser gun's so rubbish.

HOOD FOR NOTHING: Mr Big – PSM2 defector Duncan's favourite character, Baizley fans – returns in a pivotal role.

IT AIN'T HALF HOT, NUN: Pin-sharp detail makes it completely obvious when you're outgunned. Time to scarper...

▶ bag full of beer. Of the new game types, our favourite's Flame Tag, which works exactly how it sounds – last person on fire wins. Reminds us of the hard school up the road.

But say, for instance, you want to throw one of those *TimeSplitters* parties that're so popular with the in-crowd these days – how d'you avoid Tamara Beckwith nicking your go? Easy – get yourself another PS2 and an i-Link cable. In theory, you'll be able to play against up to 15 other people, although that'd involve a USB hub, four PS2s and a viper's nest of wires. The LAN option's also in place for people who work in offices with a tolerant attitude to wasting time. And the on-line option? We'd suggest you take a deep breath and refer to the words of Karl Hilton (pg91) but try to remember that it isn't as much fun when you're out of swearing range. Tape up your thumbs, get the Strepsils in, and if you haven't got any friends who'll come round – make them. **PSM2**

Free Radical are working 24/7 to make sure you'll get this in September.

DVD ACTION

Experience the planet levelling ballistics on this month's disc – this is the official E3 trailer bagged exclusively by PSM2...

SHOW ME THE MONKEY: Don't be fooled by the perspective – they're a wiley, vertically-challenged menace.

HANDS-ON VERDICT

TimeSplitters 2

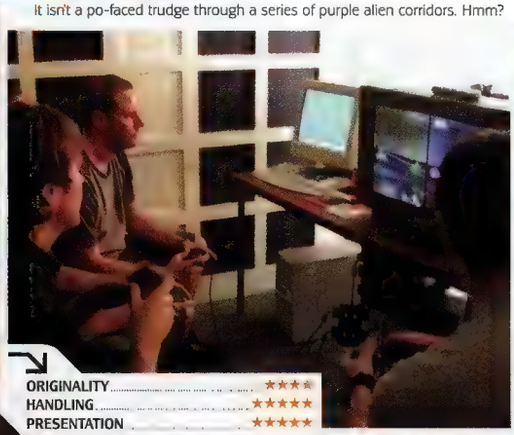
Jonnie's ideal game would combine tiny men, submarines and robots. Dan's would probably include Han Solo playing football on a skateboard. Marcus' would simply involve cooing at monkeys from a thicket. And yet, somehow, *TimeSplitters 2* appeals to us all. It's a throat-coarsening, air-bluening, eye-wrecking stormer of a multi-player experience, and we'd recommend it to anyone with a pair of thumbs. The single-player shows similar signs of genius – proof, as if we needed it, that the Free Rad boys never forgot how to make a good solo game. One tiny, *tiny* reservation – after a while, you notice that none of the environments are awe-inspiringly massive – presumably something clever to do with how everything runs so fast. But with 12 'bots in a good deathmatch, it's difficult to care.

You'll love it because...

You have three or more friends, and eyes.

You'll hate it because...

It isn't a po-faced trudge through a series of purple alien corridors. Hmm?



ORIGINALITY	★★★★
HANDLING	★★★★★
PRESENTATION	★★★★★

INFO

- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

KARL HILTON Q&A

Karl could have used his BA in Architecture to design bridges, or community centres, or zoos or something. Instead, he put it to good use by pulling levels for classics like *Goldeneye*, *Perfect Dark* and the original *TimeSplitters* out of his brain. We bet his mum's proud.

■ The original *TimeSplitters* was most fun as a multi-player title, but this time you seem to be pushing the story mode aspect. What's changed?

■ "The first *TimeSplitters* was done in a year, from scratch. We had an office with five desks, five PCs in boxes and five of us, and a year later we had a launch title that ran at 60 fps. If you've got a year to make a game, there's only so much you can do, and we spent a year making graphics like crazy and getting the engine up and running and optimising it as fast as we could – there wasn't time to do the sort of complex narratives that a lot of people want. *TimeSplitters 1* was definitely a deathmatch game, and the single-player element was fun, but not the focus of the game. This time round, we've got a lot more time, so we've made the single-player our focus."

■ Is it going to be any easier? We nearly had an embolism trying to unlock the gingerbread man.

■ "The hard level was probably too hard – we'll try and make sure that most people can unlock most things if they spend a reasonable amount of time on it. It's a delicate balance – you have to have a few really tricky things that only the really hardcore gamers can get, like saying 'I managed to get Elvis' – that was the thing about *TimeSplitters* – some of the best things were really hidden away and hard – again, it was partly a time pressure thing. *TS2* will be more accessible."

■ That said, the multi-player's still brilliant. What do you think is the secret of a good multi-player game?

■ "Speed. Always. The level design, weapons and characters are important, but if people don't feel cheated by the controls, if they're reacting and running around fast and aiming fast and not getting killed because there was a stutter in the framerate, that's what makes people carry on, because they know it's down to their own reaction time. If you ever feel that the game's cheating you, then you get annoyed with it. If you feel the game's totally fair with you, and giving you 100% chance, then you'll think that you can do it. 99% of the time, that's down to the framerate."

■ We were going to mention that. How come *Splitters* is so fast, when certain other FPSs struggle with eight people on-screen?

■ "It was specifically written for the PS2. It was just good planning – the artists were given definite rules on what they could build and how many textures they could use. The engines been constantly upgraded since *TS1* came out. The programmers have been improving sub-routines and the AI, making things faster. We've got a lot more particle effects, motion-blur, dynamic systems, lighting on the weapons, characters and bots. We're probably throwing around 3–4 times more geometry than the first game."

■ What about the designers?

■ "We don't employ any games designers because we don't believe in them. Games designers are people who can't do the art and can't program. We all like games, we all got into art or programming because we like games, so we know about them."

■ So how do you come up with levels?

■ "The background artists design the levels after we've discussed it with the programmers. Then the programmers'll ask for changes, new rooms, new routes, and there're a couple of cycles like that. It's very organic, based on how the gameplay feels. If you try and base gameplay on something you've drawn up on gridded paper, then it'll feel stilted. It requires programmers to know about gameplay, and artists not to be too precious."

■ Is there an ideal size for a team?

■ "We don't believe in having 55 people working on some epic, because the technology's always out of date by the time it launches. There's definitely an optimum number – I wouldn't want to work on *Metal Gear Solid*, because you wouldn't get much input – we don't have designers, so we get quite a lot of say."

■ *Splitters* has a fairly unique visual style. Is it deliberately comedic?

■ "We don't go for the gory stuff, or skulls, or heavy metal music – plenty of others are doing that.

We've always taken the view that slapstick funs better in a way – getting a '20s slapper with a tommy-gun's funny. It's like the difference between an Arnold Schwarzenegger movie and Tom 'n' Jerry – they're both as violent as each other, but one's alright for kids, and one isn't."

■ How d'you feel about jumping in FPSs? Clearly there's been a conscious decision not to include it here.

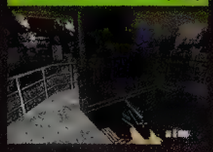
■ "It's crap. Things like deathmatch – if you've played *Unreal Tournament*, everyone keeps bouncing, and it just gets silly. Secondly, in the single-player game, it's annoying – like in *Half-Life*, which is really good until you get to the jumping bits. It's a trivial thing to do, and it'd take about ten minutes to put in, but we don't want to."

■ Are you working on other stuff?

■ "Yeah, we've got one project on the go and one in the pipeline, leading on PS2 – but I can't really talk about that. We'll always lead on PS2 because it's a nice machine."

YOU MAY REMEMBER HIM FROM...

GOLDENEYE (N64)



Arguably the best story-driven FPS ever to grace a console. Infamously featured '*Splitters* producer Dave 'Dr' Doak.

PERFECT DARK (N64)

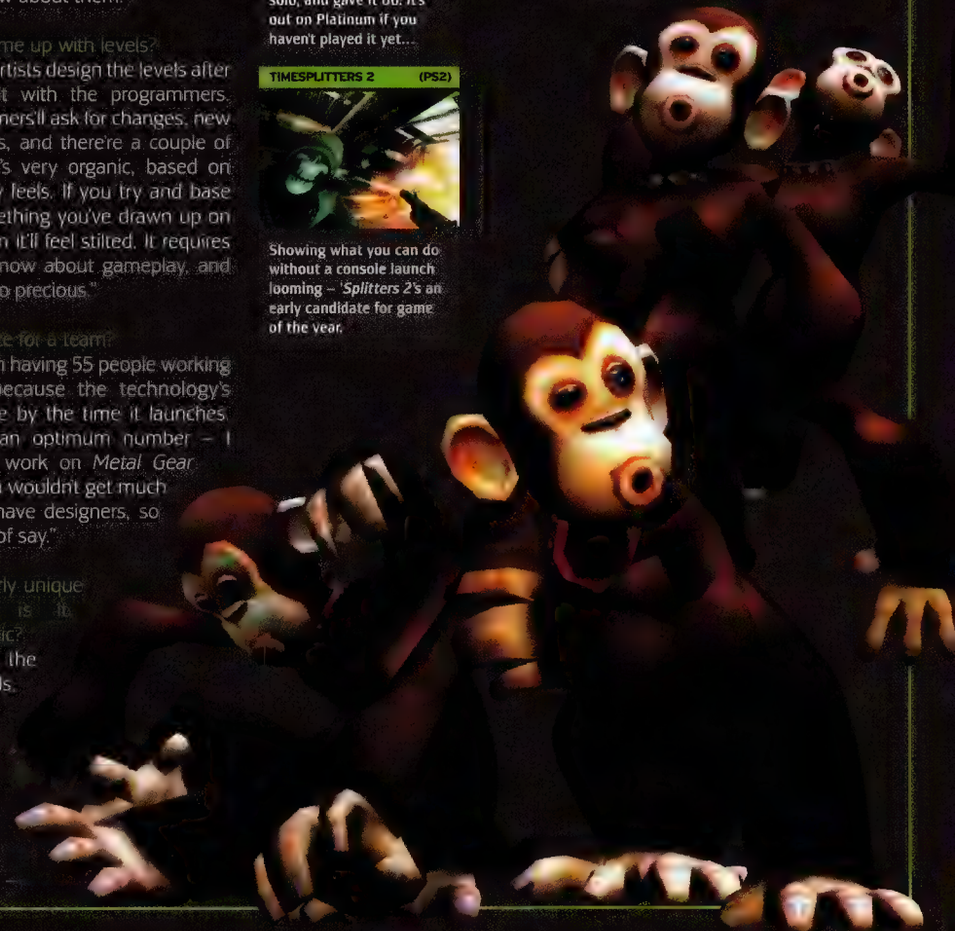
Free Rad split from Rare a year before its completion – after which it got an 18 certificate. PSM2 reviewer Tim Weaver's in it, y'know.

TIMESPLITTERS (PS2)

We praised the multi-player mode, swore at the solo, and gave it 86. It's out on Platinum if you haven't played it yet...

TIMESPLITTERS 2 (PS2)

Showing what you can do without a console launch looming – '*Splitters 2*'s an early candidate for game of the year.



COMING SOON

プレビュー

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!
トクセンショウホウ

MID-LIFE CRISIS? FAR FROM IT. PS2'S STILL TAKING THE COMPETITION TO THE CLEANERS.

JONNIE

Maturity. It comes to us all. One moment you're pulling peg stands on your BMX, the next you're tumbling down a dirt track on a mountain bike the price of a second-hand car. But maturity can have a positive influence. For every Timmy Mallet horrorshow there's always a John Craven pulling everything together and turning in a class act.

Which brings us to PS2 – see, you knew we'd get there eventually. With Sony America's Kaz Hirai hinting at PS3 by 2005, it's obvious that we're looking at a console halfway through its lifespan. Good news is, where we are right now is about as far from couch-bound senility as you can get.

It's a by-product of you lot all being greedy little piglets at heart. You've learnt to demand quantity AND quality and, as a result, you've kept PS2 on its toes, ensuring it doesn't bulk out or get too comfortable. In turn, you've contributed to the reality that no other console has so many quality games – 50-plus and rising at last count.

But there's no escaping that Mallet-like stench at the bottom end of the market. At least we've got a big enough back catalogue of air/brain fresheners to keep the odour downwind. **PSM2**

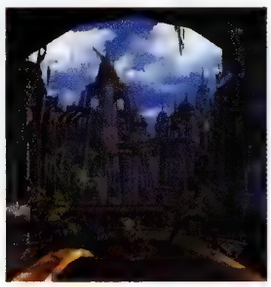
PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release-style waffle here...).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

EXPECTED UK NOVEMBER

RATCHET & CLANK



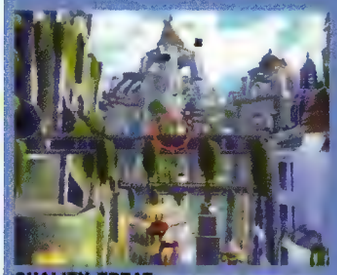
No sleep for the wicked... How can that be when Insomniac have been so very good?

FLICK big-eared ginger tom, Ratchet, into first-person mode and you immediately become a tourist in his awe-inspiring world. Head back, mouth agape, a sudden urge to nudge the person next to you and start pointing arbitrarily at all the things that catch your eye.

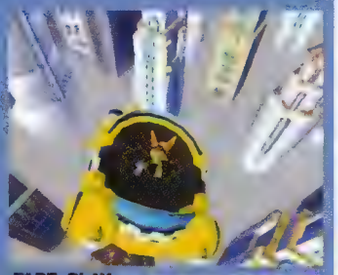
Look at the footage on this month's DVD and you'll get a hint of what we're on about. Imagine every facet of this breath-taking, big ol' city humming to life. We've said it before, but comparing the game's Blackwater City level to a living, breathing take on Futurama's intro sequence really is the best way to get the essence of this environment across. Flying cars beetle past, their engines ticking over with futuristic ease, the aerial walkways are draped with verdant greenery, the sky's speckled with blimps and airships... It all looks incredibly solid, beautiful and spacious. But we've all been short-changed before by chipper looks masking tedious linearity and achingly dull gameplay. But there's none of that going on here.

PLANET EXPRESSO

1



QUALITY TREAT:



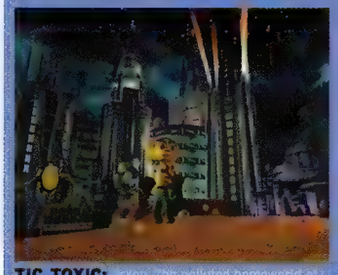
FARE PLAY:

SIGMUND DROID:

'BOT-EM-BURP:

BUILDER BEAST:

FISTED METAL:

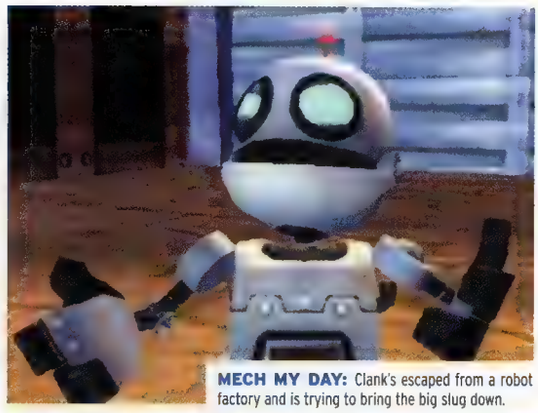


TIC TOXIC:

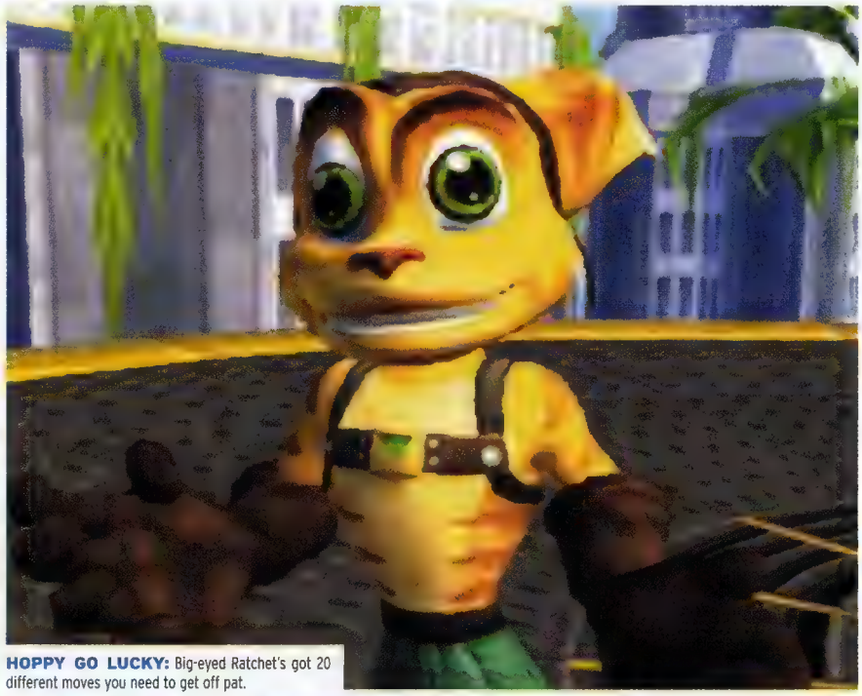
PANT AND DECK:

AUTOMATIC FOLK

2 **Although all the levels appear to be populated with unfriendly bods, there are a few dramatic characters that pop up and nudge the plot along, with a new upgrade to Clank or a tasty gadget for Ratchet to play with. They're all well animated using the game's engine and, if it wasn't for the futuristic setting, you'd swear that they'd all taken acting lessons from the *Jak and Daxter* school of performing arts.**

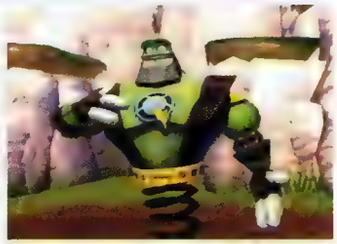


MECH MY DAY: Clank's escaped from a robot factory and is trying to bring the big slug down.



HOPPY GO LUCKY: Big-eyed Ratchet's got 20 different moves you need to get off pat.

PRESS BANG: Darla Gratch, robo-reporter and would-be slug pellet, alerts you to the Blarg invasion.



BIG 'BOT: Your guys are hunting Captain Quark. He's elusive, but you meet plenty of his robo-replicas.

PSM2 FIRST PLAY

The controls are instantly accessible and, as soon as you've shaken that gawping wonder, you're off bounding about in tried-and-tested platformer style, decking local goons with projectile weapons or your ever-faithful wrench. It's bold, robust and you'd be tempted to say, "exactly what you'd expect from the creators of Spyro." But that'd just be lazy and untrue. In all honesty we weren't expecting anything like this. At best we hoped to see a factory-farmed sub-*Jak and Daxter*, at worst another predictable *Rayman* clone. What we've got is something else, something special that effortlessly surpasses Naughty Dog's effort.

To start with the similarities are hard to ignore; platform action, two 'cute' central characters, a stunning world free from load times... But then you begin to realise that the true magic behind *R&C* is centred around one essential factor. Freedom. There was precious little entertaining busywork in *J&D* and only a handful of instances where you had cause to wonder how to reach those more out-of-the-way locations. With *R&C*, however, there's a vast range of opportunities for exploration that emerge with every new gadget the duo get their hands/paws/callipers on.

Purchase the Swingshot grapple line, for instance, and you'll find yourself peering over platforms, scanning the rooftops looking for potential places to latch on to. Have Clank upgraded into a gyrocopter and you'll suddenly discover a throng of secret areas that are only accessible from the air. It's smart. Simple as that. And it makes you want to try stuff out just for the hell of it.

"A VAST RANGE OF OPPORTUNITIES FOR EXPLORATION EMERGE WITH EVERY NEW GADGET"

We're still playing the demo we collared at E3 and we're still discovering cool new stuff even after hours of extended play with only two gadgets and five weapons to experiment with. Add another 17 levels of equally impressive size plus another 28 weapons and gizmos and you're looking at a platformer that'll easily dwarf everything that's come before. All that, and we've still to mention the mini-games, the boss battles, the vehicles, the plot...

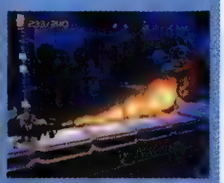
Suffice to say we're going to be carving out a lot more space to accommodate this big boy in the months to come. **PSM2**

More on the nuts and bolts of this promising platformer next issue.

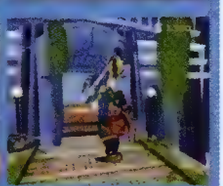
HELLO KITTY

3 [illegible] your mastery of the arsenal of equipment [illegible] Ratchet will come in contact with and [illegible] Here are just a few weapons to keep and replace [illegible] the power to take down even more and [illegible] you'll have a blast in every [illegible]

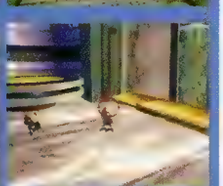
THE PYROCITOR
Basically your common-or-garden flamethrower. It burns up fuel at a frightening rate, but is great for clearing gangs of smaller robots in seconds. Not so hot on larger foe.



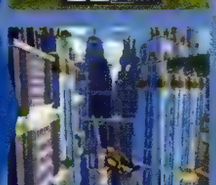
THE WRENCH
Ratchet's default weapon comes with four forms of attack. A standard swipe (Ⓡ), a combo (Ⓡx3), an overhead smash (⊗, Ⓡ) and a long-range throw (L1+R1+Ⓡ).

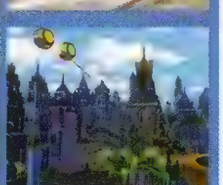


THE GLOVE OF DOOM
Lob a small sphere into the path of a group of enemies and it'll hatch into a gang of suicidal, explosive mini 'bots. Devastatingly effective.

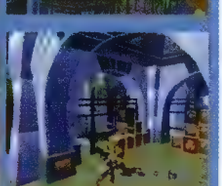


THE SWINGSHOT
Aim this at a green floating anchor point and you'll be dragged over to it. Target a yellow one to use it as a pivot for an impressive swing.





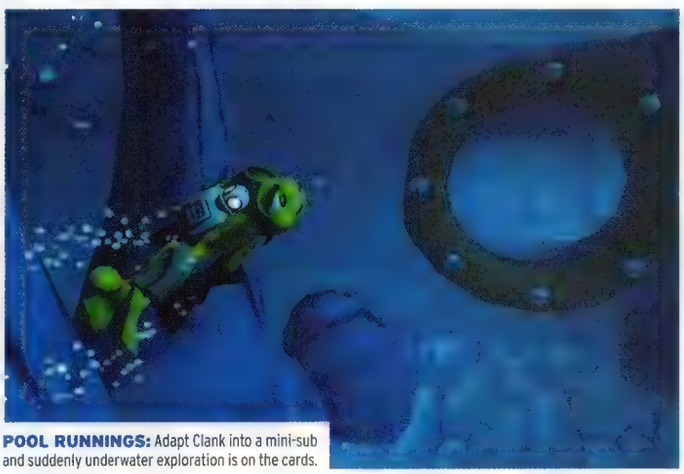
THE HELIPACK
The helipack's functions are twofold. Hold ⊗ to glide, or press L1 to crouch then tap ⊗ to leap twice as high as normal.



WANDER-FUELLED LIFE

4 As we've already said, the thing that sets *R&C* apart from other platformers is the ability to bog off and explore your surroundings whenever you fancy. That said, you're never quite sure whether you'll be able to pull a move off that'll open up another section of the map until you try it. In any other game this would be a recipe for tedious rounds of reloading but, in a game with no load times per level, experimentation and failure is positively encouraged.

PLAN IT ROCK: It's all about trying to fill as many of the grey areas on your map as possible.



POOL RUNNINGS: Adapt Clank into a mini-sub and suddenly underwater exploration is on the cards.

BOOM SLICK: Gathering 10,000 nuts and bolts to trade for the Devastator is well worth the effort.

DVD ACTION
Swingshot, Blaster and Pyrocitor all chewing up bad uns with consummate style in our spring-loaded trailer.

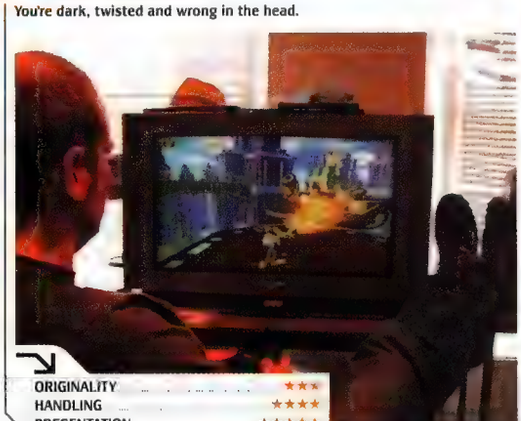
TRANS SPORT: Trains, hover boards, air taxis, water slides... Loads of ways to negotiate levels.

HANDS-ON VERDICT

5 We're loving this one. On a character level, Clank's a refreshing change from the abrasive wisecracks of Daxter – think a robotic quintessential gentleman's gentleman – while Ratchet more than makes up for his west coast drawl by taking his platforming seriously (no *Herdy*-esque idiot grins here). And, despite the fur and ears, he still manages to come across more cornered rodent than Beanie Baby. It's an effect heightened by how useful the little critter is in combat. Ditch any ideas of *J&D* limited attack moves, Ratchet's effortless controls bring his hand weapons to bear with a press of Ⓡ while his multi-move wrench is swung into play by tapping Ⓒ repeatedly. It's a system that ensures even the most crowded of levels can soon be cleared with a few deft weapon switches mid-combat.

You'll love it because...
You like your platformers spacious AND smart.

You'll hate it because...
You're dark, twisted and wrong in the head.



ORIGINALITY ★★★
HANDLING ★★★★
PRESENTATION ★★★★★

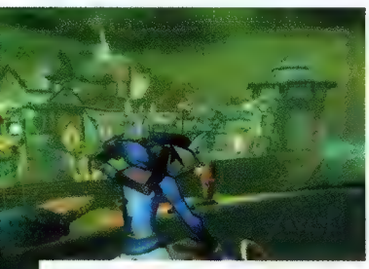
INFO
- **DEVELOPER** Insomniac Games
- **PUBLISHER** Sony
- **GAME TYPE** Platformer

ANTICIPATED FEATURES
- 35 different weapons and gadgets to grapple with.
- 18 huge levels to scramble across, all of which include hidden bonus areas.
- Tons of mini-games, vehicles and bosses destined to stretch *R&C*'s lifespan.

WHERE IT'S AT...
- 40% complete, officially, but our reckoning is that it's a lot further on than that. November then? Not a problem...

ANOTHER LEVEL

1 From the dark, dank Bayou swamp to the – hell, you'd never guess – *slippery* ice arena, all five of the worlds feature a main task, a selection of sub-quests and stealth bonuses to collect. This should add to that all-important replay value. However, it's logical and linear rather than lateral – you can only go forward through the world rather than mixing up your missions.



HUB-STANDARD: Each level has a central area that opens a portal to the others.

FREE BLIND MICE: The smaller off-shoot areas offer less of a free-roaming approach.

EXPECTED UK WINTER

SLY COOPER AND THE THIEVIUS RACCOONUS

It's new. It's from Sony. But is this cartoon crime caper strictly for the kids, or a perfect piece of platforming for all of us? Will the real cel-shady please stand-up?

PSM2 FIRST PLAY

SONY have been thumbing their copy of 'I-Spy cute, furry critters' again. They've clearly been looking for a beast to recreate the financial magic of old ginger nuts, *Crash Bandicoot*. And this time they're turning to the fauna of North America. Raccoons, to be precise. Famous for *pinching* stuff, apparently. Can you smell the idea for a game yet?

The plot defies the old and obviously untrue phrase 'set a thief to catch a thief' because the master criminal – Sly Raccoon – has been robbed of his most prized possession, the master manual of burglary – or rather, the 'Thievius Raccoonus' part of the title. We'll give you one guess as to how the black-eyed bandit has to recover his bedtime reading. Yep, by smashing crates with his arse and collecting gold coins and sneaking around like Solid Snake. Pure genius.

What makes *Sly* stand out from the other PS2 platformers (if only briefly – they'll all be doing it soon) is its cel-shading. Everything from the lead character to the backgrounds has this stylish but simplified visual style.

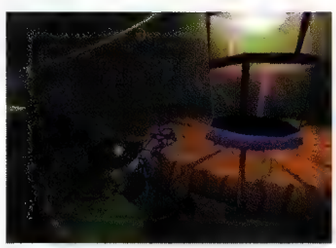
Even on this early code the effect is impressive, with main man Sly moving fluidly and convincingly cartoony. The only problem is that, up against him, the backgrounds look murky, having being drawn in pastel shades instead of the standard platformer's primary palette. The result is that the gentlemammal thief can seem a little detached from reality instead of blending in.

This use of light and shadow is crucial to the action too, because being a raccoon cat-burglar, stealth plays an important part in the gameplay. Instead of an on-screen radar, each enemy comes with a field of vision indicated by the beam from their torch. So along with avoiding the glare of searchlights and the heat of laser blasts, Sly can use the shadows to avoid the need to get involved in any hand-to-hand combat. He can even hide out in a barrel that not only works as a disguise, but even offers protection against the spike-launching traps that litter the five levels. It's all a bit *Gear*, if a little basic.

Despite being simple, stylish and accessible, at the moment *Sly* does tend to dip into formulaic adventuring a little too often. The linear structure of the early levels apes the 'on rails' approach of *Crash Bandicoot*, with less room for the kind of lateral thinking and alternative approaches that mark out other platformers for true greatness.

However, if the promises of more vehicles, mini-games and cameos from Sly's allies during the later levels, become reality, we reckon *The Thievius Raccoons* has a chance of living up to its visuals. PSM2

Sly will be with us by the winter.



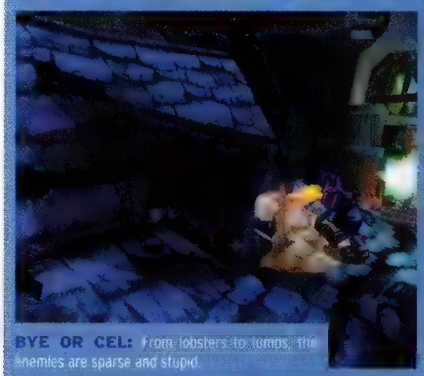
THE HOOD LIFE: One hit and Sly's road kill, but 100 gold coins give you easy access to extra lives.

"WHAT MAKES SLY STAND OUT IN THIS CRAMPED WORLD OF PLATFORMERS IS ITS CEL-SHADING"

SLY COOPER AND THE THIEVIUS RACCOONUS

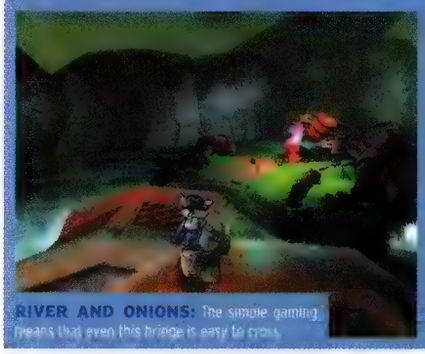
SICKLE CEL ENEMIES

2 ... expect, this comes into its own when laying into the beasts that populate the levels or for climbing over the ...



BYE OR CEL: From lobsters to lumps, the enemies are sparse and stupid.

JUMPING BEAM: That mainstay of the platformer, the lasers return for another outing.

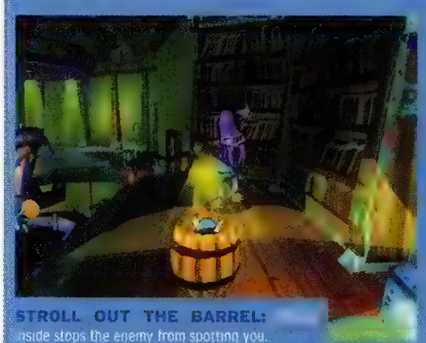


RIVER AND ONIONS: The simple gaming dreams that even this bridge is easy to cross.

JAPES PUNS: In the hardest section, lily pad leaps have to be timed with alarm avoiding ...

SUPER STEALTHY ANIMALS

4 Fashionable before even cel-shading, stealth is just as obligatory in a platformer these days (hell, it's obligatory in *any* game, right?) and Sly relies on it for its puzzle element. We think it's just a real shame that the cute tippy-toes animation doesn't come paired with cartoon-like tip-toeing sounds.



STROLL OUT THE BARREL: ... inside stops the enemy from spotting you.

SLY BABY: ... you have to pick your way between the beams.

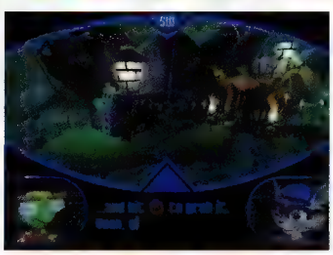
ALARM HELL: Destroy the alarms and the shock of your arrival is quickly forgotten.

TOTAL TURTLE: Bentley shows you how to use your sneaking skills and any equipment you discover.

BENTLEY'S VISIONS ACE

3 Like any secret agent planning an infiltration, Sly's assault on Raleigh's base has been mapped out with meticulous precision. Unlike any other agent, however, this plan has been designed and devised by Bentley, the dorky Q-like tortoise. Unfortunately, he's helpful rather than playable, which is a shame. We are yet to see if the other character – Murray – offers a bit more in the way of playable muscle.

LIGHT RIDER: Torch effects are yet to be completed – these beams currently bend round corners.



SLY AND THE FAMILY STONED: Bentley provides technical backup from his own Codec.

HELL IN A CEL: Even while trying to drown Sly, the cel-shading extends to every drop of water.

HANDS-ON VERDICT

5 For a game with six months to go, this version shows polish and poise. Only slight clipping and a few minor problems with the camera spoil the impact of the effects. However, the gameplay does seem just a little on the simplistic side. The enemies are sparse, the puzzles basic and we've seen all of those timing traps and tricky leaps numerous times before. The lack of extra weapons, power-ups and moves also seems to further limit the variety of what might be to come in the final code. It also might improve the fun quotient if the cartoon looks were matched with comic sound, while Sly or Bentley could do with a bit more character being squeezed out of their cute conversations.

You'll love it because
The cel-shading is stylish and Sly has a real hand-drawn style.

You'll hate it because
It's short on originality and presents little challenge.

DVD ACTION
The official E3 trailers waiting for you on this month's disc. Take a look, and let us know what you think...

ORIGINALITY ★
HANDLING ★★★
PRESENTATION ★★★

SLY RACCOON

INFO
- DEVELOPER
- PUBLISHER SCEE
- GAME TYPE

ANTICIPATED FEATURES
- Five worlds, including Ice, Underwater, Bayou, Venice, and Industrial.
- Multi-objective missions.
- Numerous mini-games.
- Bonus vehicles.
- Three cute characters including Sly, Bentley and Murray.
- Triple pass polygonal rendering.

WHERE IT'S AT...
- Looking very polished for a game only 40% complete, but those later levels and the essential FMV still need to be put in place.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK AUGUST

MEN IN BLACK: ALIEN ESCAPE

Anyone remember *MIB* on PSone? Simply shocking. Now the boys are about to touch down on PS2...

BACK on the PlayStation, as well as the silver screen, there looks to be no escaping Will Smith and his relentless gob this summer as *MIB* returns, complete with oversized alien cockroaches. Despite its action adventure appearance, *Alien Escape* is far more akin to a balls-to-the-wall kill frenzy.

You see, the draw here is guns – shitloads of them. With 16 different weapons for each character, each with six levels of upgrade, no-one can accuse *Alien Escape* of not having plenty of firepower to pack. Plot-wise, *MIB2* – the videogame – strays away from the till of its cinematic half-brother. Here a moon-sized prison ship has crash-landed deep in the Earth's ocean, scattering its cargo of interplanetary scumbags all over our fair planet – no prizes for guessing it's the MIB's job to mop up the mess. Players can choose between stepping into the sharp suits of either Jay (Will Smith) or Kay (Tommy Lee Jones). Both sport their own weapon sets and individual wise-cracking soundbites throughout.

Not one to mess about with airy-fairy game mechanics, your mission here is simple – blast everything that moves. Levels are made up of swarms of relentless alien enemies who beam in from all sides. You'll need to keep that trigger finger itchy, as you don't advance to the next area until you've cleaned out the one you're in. End-of-level bosses complete the challenge.

Things kick off at the harbourside and end up in a final battle in the bowels of the submerged mothership itself.

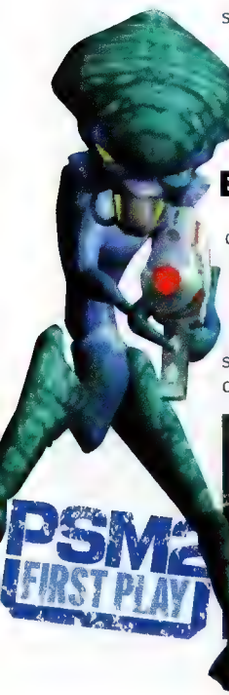
If you're looking for something even vaguely cerebral, *MIB2* is not for you, but if it's knock about, pump-action thrills you're after, this is bursting with them. **PSM2**

Expect Alien Escape *to crash-land onto PS2 in August.*

"NOT ONE TO MESS WITH AIRY-FAIRY GAME MECHANICS – BLAST EVERYTHING THAT MOVES"

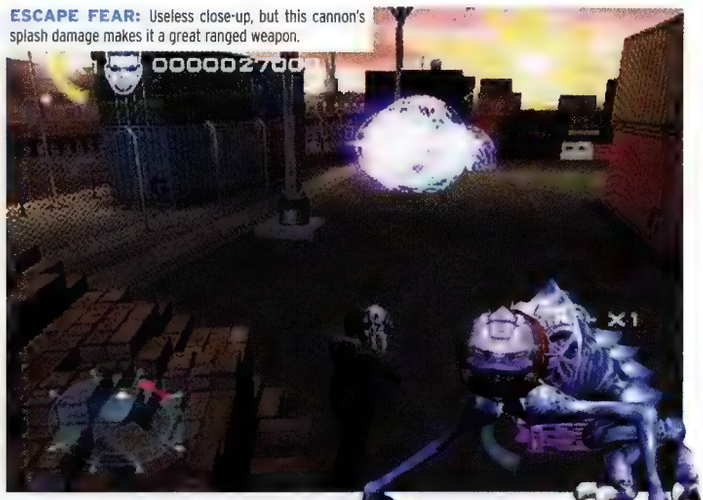
DVD ACTION

Our ugly, pus-eating, multi-tentacled chums have slipped onto the DVD. And there's some *MIB: Alien Escape* footage, too.



TOMMY GUN: Play as Kay to get a different set of weapons.

BLACK ACHE: With such a one-dimensional plot, cut-scenes are sensibly kept to a minimum.



ESCAPE FEAR: Useless close-up, but this cannon's splash damage makes it a great ranged weapon.

GUN-DA-MENTAL

1 The game mixes Hollywood weaponry like the J2 Pistol, the Pulsar Blaster, the Arquillan Arm Canon, Carbonizer and the Neuralyser, with bolt, spreading, homing, beam and smart bomb creations of its own.

ALIEN DEATH FIEND: *MIB2's* all about the hardware – and it doesn't disappoint.

HIGHER POWER: The J2 pistol's feeble at first. Upgrade it and it'll knock a hole in anything.

HANDS-ON VERDICT

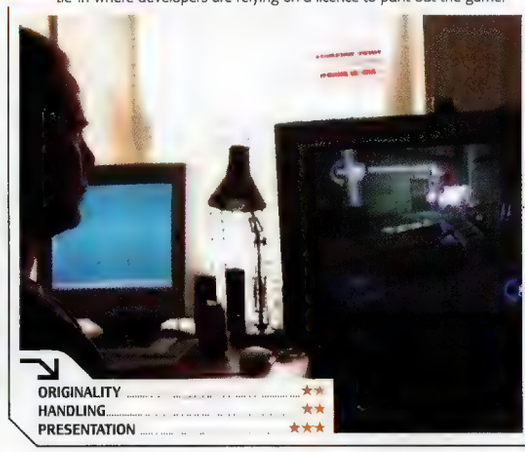
2 In a game where you're constantly coming under fire from all sides, you want full control of the both the camera and your movements. At the moment, however, *MIB2* doesn't allow for either. The left Analogue stick controls your basic actions, while pressing L1 or R1 allows for the all-important strafe. The right stick remains useless in the code we've been playing, but hopefully this will be assigned to control the camera later. Other problems lie with the game's frugal restart points – with some sections clocking in at over 20 minutes, continuing your game back at the start of a section is no fun at all.

You'll love it because...

You could do with some good, old-fashioned, *Commando*-style mayhem. This isn't lacking in the firepower department.

You'll hate it because...

To call this a no-brainer is the understatement of all time – a movie tie-in where developers are relying on a licence to punt out the game.



ORIGINALITY ★★
HANDLING ★★
PRESENTATION ★★★

MIB MEN IN BLACK II

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES
- Two playable characters, each with six different weapons
- Five different episodes broken down into distinct levels
- Five different modes of play (Mission, Training, Boss, Point Time Attack, and Survival)

WHERE IT'S AT...
- The whole team have been getting stuck into *MIB2* to be sure to bring you the most complete and, if the game plays as it should, we'll be giving Alien Escape a bit serious kicking next month.

ATARI eden STUDIOS

PARTNER OF V-RALLY 3

MAX POWER

GAME BOY ADVANCE

PlayStation 2

SEEKING HIGH FLYERS

145m.p.h • 14 Company cars • International travel

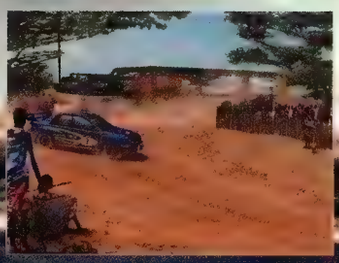
...ed
...new
... has
...eeds
...M882

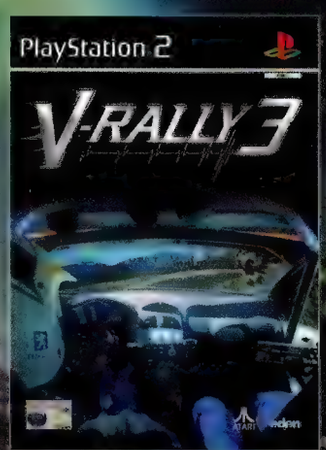
Could you be the ambitious high flyer we're looking for? Can you hit the ground running in a fast track, high-pressure environment? How would you cope with the spraying mud and grit of a forest pass? If skidding around blind corners at 70m.p.h sounds scary, are you sure you're right for this job? This role demands experience and skill with candidates expected to take calculated risks.
Some degree of insanity is a bonus.

REF: 291 WWW.VRALLY3.COM

"As close to the real thing as we have so far seen..."

9/10



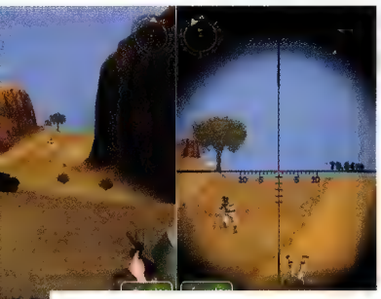


A CAREER ON THE EDGE

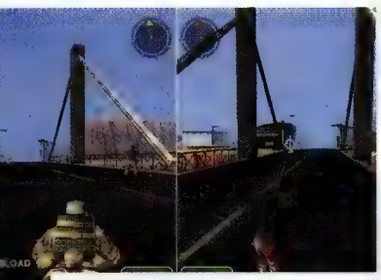
V-RALLY ® © 2002 Infogrames Europe SA All rights reserved. Developed by Eden Studios. ATARI is a registered trademark of Atari Interactive Inc., a wholly owned subsidiary of Infogrames Interactive Inc. V Rally ® is a registered trademark of Infogrames Europe SA.
" " and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.
All rights reserved Nintendo ®, Game Boy™, Game Boy Advance™ and Nintendo are trademarks of Nintendo Co. Ltd. © 2002 Infogrames. All rights reserved.

FRIENDLY FIRE

1 For a slightly more hardcore experience you can hook up with a mate to take on the Iraqis as a pair, each of you controlling two men from a squad of four. The glory of a combined victory should heal the rift after the screaming match over who gets to take out the tank with the rocket launcher...



CIVIL WAR: At first, co-operation rules as you advance towards the enemy camp.



HOLLER CAUSED: A furious row in the PSM2 games room results in disaster.

EXPECTED UK SEPTEMBER

CONFLICT: DESERT STORM

Synchronise watches. Get the CNN cameras rolling. Through the magic of PS2, you're getting the chance to obliterate the Iraqi army *just one more time*...

PSM2 FIRST PLAY

EACH TO THEIR own, but those dry-as-burnt-toast squad games on PC are a bit too much like hard work for most of us, right? Tactical classics such as *Hidden and Dangerous* are highly compelling plays, but they lack something in the action department – namely *action*. Enter: *Conflict: Desert Storm*, a squad game with brains *and* blasting in equal measures.

Adopting the garb of either the British SAS or American Delta Force troops, you take part in every stage of the Gulf Conflict against Iraq. Beginning with a solo mission to rescue a colleague and knacker an enemy bridge, you'll assemble a team of specialist troops and nurture them like heavily armed attack babies.

After each mission, which usually involves recovering information, destroying enemy positions or escorting individuals, your fighters will receive medals and skill upgrades according to their performance. If one person does really well they'll even get a promotion, just like squad-based golden oldie *Cannon Fodder*.

Mercifully the squad elements are easy to navigate as you instruct individuals or the rest of the group to follow you, attack targets and stay put using L1 and one of the main buttons, before cycling control between soldiers. Best of all, you'll be in the thick of the action at all times.

Set up a sniper to monitor your pals on mission two as you help evacuate Kuwait City and you can take pot-shots at Iraqis. Then switch to your light weapons specialists to blatter your enemy from point-blank range, flicking from third- to first-person mode to pinpoint victims as they appear on the horizon.

SNIPE CLEANER: It might be old hat, but the sniper rifle is still a favourite.

GOAT HEARD: You might ruffle his charges, but dead herders don't squeal.

What's more, this is a game with brains. Ferocious enemy AI makes it hard, but not impossible, to progress. Your colleagues are more than capable of coping by themselves and neat design touches represent flickers of brilliance that counteract some of the technical anomalies such as the fogging which limits your view.

Get this: when your mates are shot dead, a second energy bar appears as they jerk sickeningly towards hell – tiptoe through the cross-fire to apply first aid and get them back on their feet. Look out *Medal of Honor*... PSM2

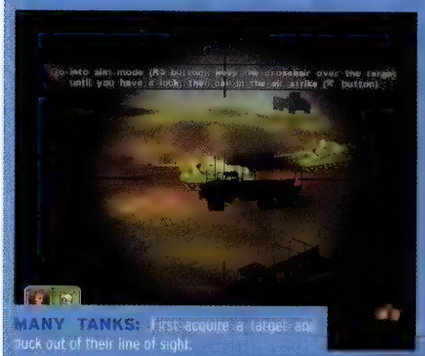
The conflict begins September.

"YOU'LL ASSEMBLE A TEAM OF SPECIALIST TROOPS AND NURTURE THEM LIKE HEAVILY ARMED BABIES"

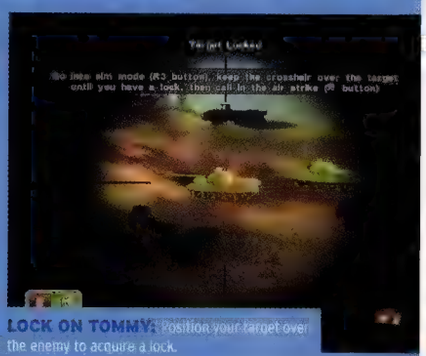
CONFLICT: DESERT STORM

LASER PURGERY

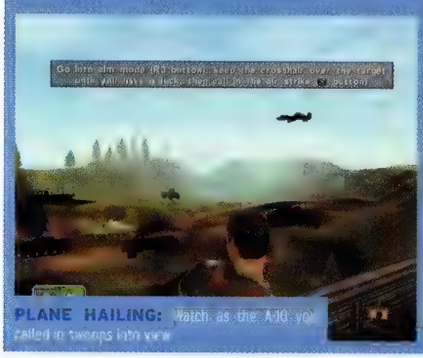
2 [illegible] leads the way in the push for man's domination of his surroundings. As a result, even the high-tech weapons of the Gulf War are probably out of date. But believe us, when you call in the big guns the fireworks are spectacular. Long [illegible]



MANY TANKS: First acquire a target and duck out of their line of sight.


Target Locked
Go into aim mode (R3 button), keep the crosshair over the target until you have a lock, then call in the air strike (R button)

LOCK ON TOMMY: Position your target over the enemy to acquire a lock.



PLANE HAILING: Watch as the A-10 you called in swoops into view.

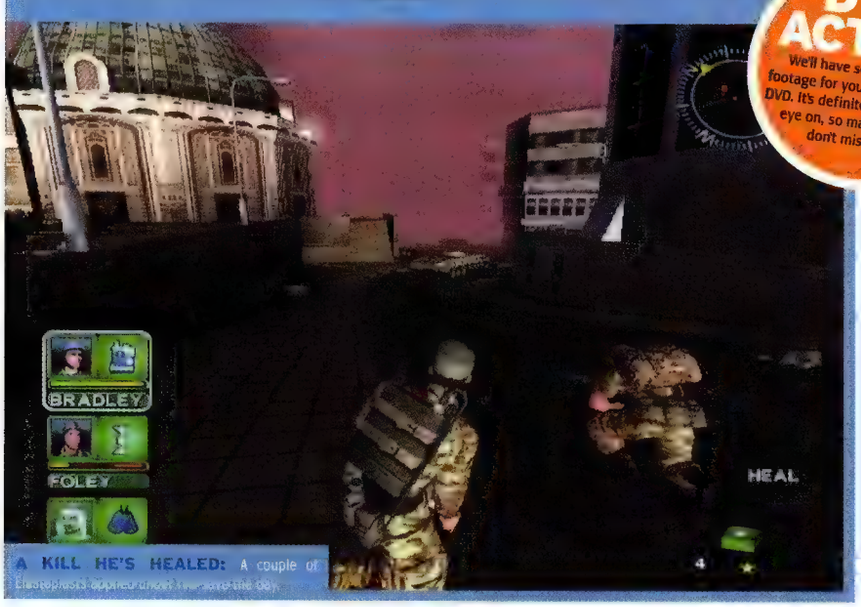
BOOM MATE: Laugh as the tank explodes, rendering it utterly useless.

HEAL MY PAIN

4 If one or more of your blokes takes a bit of shrapnel between the shoulder blades he'll collapse into a heap, and, in a disturbing twist, gargle a final few yelps before carking it. Be quick to spot a badly injured soldier, however, and you can rescue him with a first aid kit. Talk about the magic sponge – this field surgery can restore a fatally wounded man to full health in just minutes. Handy...

STUPID PLOY: [illegible] on a tank face-to-face. Oops.

INJURY SERVICE: [illegible] time to crawl to the rescue.



A KILL HE'S HEALED: A couple of [illegible]

DVD ACTION
We'll have some in-game footage for you on next issue's DVD. It's definitely one keep an eye on, so make sure you don't miss out...

LIMO SEEN: It's not hard to locate the Emir – that burnt-out limousine is a clue.

EMIR FORMALITY?

3 Your second mission takes place in panic-stricken Kuwait City itself, just as the locals are beginning their escape. You're charged with getting the Emir out of the city without a scratch, which is not as easy as it sounds considering the streets are now largely empty of civilians, but crawling with Iraqi infantry and tanks. Here's how we approached the situation...

IRAQI PHOBIA: Leave a man with him as protection against the feared Iraqis.

STREET SWEEPER: Now send in another soldier to clear the way forward.

THE BODYGUARD: Then lead the Emir to safety, ensuring one soldier sticks close.

HANDS-ON VERDICT

5 *Conflict: Desert Storm* is definitely one to watch. Action lovers will get a thrill from the Iraqi-busting shoot-outs, tactical fans will love the fact it rewards you for plotting your course through levels, and stealth lovers will adore the sneaky infiltration sections. There are plenty of ways to attack each mission, depending on the ability of your troops and your preferred approach. Roll on the review code.

You'll love it because...
It really feels like you're under fire from intelligent enemies. So much so, that you'll start whooping "U-S-A" when you blast their base. Possibly.

You'll hate it because...
Lessons are learned the hard way. You'll cry as your recently promoted captain gets slaughtered because you left him in open ground.

ORIGINALITY ..... ★★★
HANDLING ..... ★★★★
PRESENTATION ..... ★★★★

DESERT STORM

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES
- 15 sun-baked levels, based on special forces targets from the Gulf War.
- Two-player co-operative play.
- Massive arsenal of weapons from the actual campaign.
- Four difficulty settings to renew the already-stiff challenge.

WHERE IT'S AT...
- *Conflict: Desert Storm* is basically finished. Our sources reckon recent delays in the release date are purely tactical...

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK SEPTEMBER

GUMBALL 3000

Soon to be hurtling through a hamlet near you, Europe's biggest illegal road race comes screaming towards PS2.

WHAT do you do if you're a bored celebrity with a lot of time (and money) on your hands? Get a load of like-minded mates together, splash out on a new souped up motor and race each other Cannonball Run-style across Europe, of course.

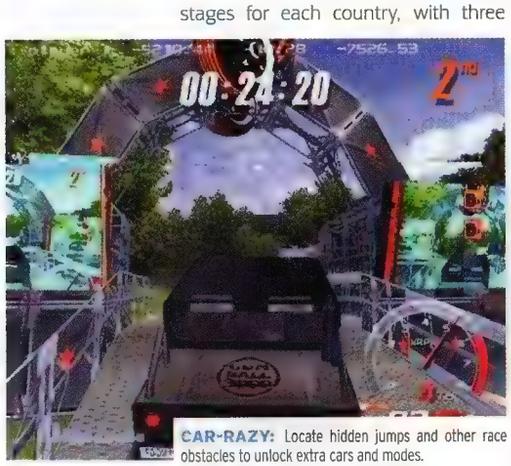
In a world hungry for notorious games, *Gumball Rally*'s combination of illegal road racing, celebrity drivers and decadent partying sounds like a winner. Razzing across Europe over 14 races from London to St Petersburg, you must not only be the first to the finish line, but also avoid the attentions of the cops and complete mini-missions, such as nabbing packets of party pills, as you go.

The overall race is divided up into stages for each country, with three Gumballers competing against each other in each one. To make it through to the next stage, you've got to not only ensure you finish in first place but also within the stingy time limit. Avoiding other road users and long arm of the law is the name of the game on these road courses intersected with short cuts. Completing other criteria, such as getting caught on speed cameras and leaping over specific jumps unlock bonus *Madden*-style cards, which can be used to not only 'buy' extra vehicles but also access mini-games and other modes.

"IT STRADDLES THE FENCE BETWEEN SERIOUS AND KNOCKABOUT RACER"

Gumball 3000 straddles the fence between serious and knockabout racer, but whether its crossover thrills can attract devotees from both camps remains to be seen. We should be getting under *Gumball's* bonnet with a full review next issue. PSM2

This'll be out in September.



CAR-RAZY: Locate hidden jumps and other race obstacles to unlock extra cars and modes.

BURST CHOICE: A mix of supercars and souped-up jalopies ensures there's plenty of variety.

A REAL HUMMER: Uncover those extras, and the choice of whacked out racer is yours.

WHO ARE YOU?

1 **Despite having no vehicle licenses, the motors on show here all bear an uncanny resemblance to the real thing.**

COP TART: The rozzers will steal valuable seconds if they catch you out. As illustrated here. Hmmm...

DRIVE-RSION: Keep an eye peeled for road works as they're usually hiding short cuts.

TROUBLE GUM: Getting caught on camera is all part of the fun and unlocks extras.

PSM2 FIRST PLAY

HANDS-ON VERDICT

2 **If you think *Gumball 3000* sounds like your average bog-standard racer with a Hello! licence tacked on, you'd be just about right.**

Once you've got really stuck into the game however, it becomes far more engaging than you might have at first thought. Progressing through the point-to-point races is far more enjoyable than just pulling laps round a track, and the little extras and unlockables that are littered throughout the game all serve to keep those excitement levels up. If SCi sort the somewhat sketchy physics out they could be sitting on a winner.

You'll love it because...

You fancy getting stuck into a racing game that goes off the beaten track.

You'll hate it because...

Do you really want to follow in Danni Minogue's and Robbie Williams' footsteps?

DVD ACTION

Check out the hands-on preview of *Gumball* on this month's disc for a petrol-fumed flavour of the game.

ORIGINALITY ★
HANDLING ★★
PRESENTATION ★★★

GUMBALL 3000

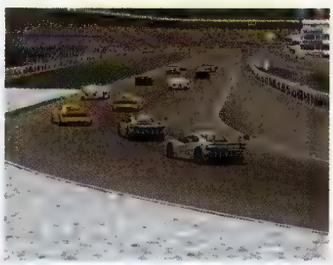
INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES
- 14 tracks across Europe
- 20 customisable supercars and other vehicles, each with their own individual characteristics
- Five game modes – Race, Gumball Speed, Gumball King, Time Trial and multiplayer

WHERE IT'S AT...
- The code we've been testing has some gameplay inconsistencies in places, but there's still hours and hours of fun to be had and physics problems like this are fixed pronto.

EXPECTED UK WINTER

AUDI YOU DO: The split-screen VS mode allows you to race with cars from different power divisions.



PACK OF ALL TRADES: Each driver exhibits unique AI, so you'll need to vary your tactics.

BACK TO SHUNT

1 **Razorworks have toiled on an advanced driver AI system – hoping to avoid the predictable feel of games like *GT3*. Every action triggers a unique – and appropriate – reaction from the racing pack, leading to an unpredictable scrap of shunts, broken racing lines and crashes.**

TOTAL IMMERSION RACING

Razorworks ditch PC sims for the skid-stained console race track, with the brainiest cars this side of Knight Rider.

BLAZING ARIZONA: You'll need to make frequent use of your rear view mirror to stay ahead.

SHEESH, it turns out your parents *were* right. No, not about the booze, vegetables and Jimmy Somerville, but making the right career choices – and nowhere more so than the gridlocked world of PS2 racing. From *V-Rally 3* to *TOCA Race Driver* the latest in racing engineers – doling out tuning advice and chastising foolish mistakes. Make the wrong decision – by selecting duff tyres, an ill-timed pit stop or crashing out – and you can kiss the world title goodbye. Gah – at least in real life you can always pack up and go travelling.

Intriguingly, Razorworks are most notable for developing the PC *Comanche* chopper sims. For PS2, the team are transferring their simulation skills via precision driving dynamics, tight physics and devious AI. Smash a rival driver mid-race and he'll come back to haunt you – holding grudges and dogging your Career Mode progress.

DVD ACTION
Nowt this month, but we'll be bringing you some footage next issue. Once we've worked out where the brakes are.

"RAZORWORKS HAVE CERTAINLY ASSEMBLED THE COMPONENTS OF A CHAMPIONSHIP RACER"

chic is the painstaking recreation of earning a living.

Yes, *Total Immersion Racing* is the Gordon Gecko of racers – a conniving, career-minded swine. Basically, you've got to progress from the rank of GT-driving rookie to the champagne-popping heights of World Champion – and the furious world of eight-litre supercars. Progress is aided by team managers and canny

With a pit-lane of Challenge cups – including a 99-lap endurance race – plus a novice-friendly Training mode and split-screen action, Razorworks have certainly assembled the components of a championship racer. Whether they've got the innovation – or sparkle – of a career-focused go-getter remains to be seen. **PSM2**

Expect Total Immersion Racing *to skid into stores this winter.*

HANDS-ON VERDICT

2 **You need something special to stand out in the oily fug of PS2 racers and, let's face it, career modes are little more than the new lens flare. The graphics are fuzzy and convey a limited sensation of speed. On the plus side, everything's pretty solid, especially the car models and the handling dynamics. Car nuts will relish the unforgiving challenge, but casual Clarksons will struggle to graft past the graphical veneer. For all the talk of advanced driver AI, the game doesn't *feel* much different to the glut of established PS2 racers. There's still time for Razorworks to tighten this into a compelling package, but at the moment there's little here that *GT3* hasn't already done better. Shame.**

You'll love it because...
GT3 was too easy, you love licensed cars and crave a comprehensive challenge.

You'll hate it because...
You've seen it all before, demand ground-breaking graphics and, frankly, don't love driving.

ORIGINALITY ★
HANDLING ★★★
PRESENTATION ★★

TOTAL IMMERSION RACING

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

PSM2 FIRST PLAY

EXPECTED UK SEPTEMBER

RIDING SPIRITS

More rubber than a condom factory, more revs than a Vatican seminar. And crucially, *Riding Spirits* is just as full of polar opposites...

REALITY and fantasy co-exist in games for the very best of reasons. Even the most hardcore Formula One games out there have certain options (braking assist, no tyre wear, that sort of thing) that tone down reality so that us mere mortals can get stuck in straight away. Great games allow you to float at your own level, and still offer you a challenge. Games should be *fun*, after all.

And hell, we've never felt quite so tempted to swing a joypad at the wall as we have when playing *Riding Spirits*. Good physics? Check. Sweet handling? Check. Allowances for a few first-play errors? Ha! *Riding Spirits* laughs in the face of newcomers. If you so much as *look* at that bit of ground beside the track, you're off your steed and grinding your squeakers into the road. Seriously. Wander off the track by millimetres, and it's cheerio to any dreams of biking fame you may have had, as you tumble off and drill your bike into the Armco. It's so unerringly harsh from the off that, in less than an hour, you wonder whether you actually have the patience to invest yourself in the experience. We're not sure *we* have enough, but there might be some gamers out there who do.

And the really galling thing about it is that, otherwise, this game has *so* much more going for it. The phrase 'Gran Turismo of biking games!' has been bandied around a bit with *Riding Spirits*, and with good reason. The game features an immense number of bikes, engine upgrades, suits of leathers, helmets, loads of riding lessons and an increasingly tough series of championships. Great. But all that good stuff culminates in racing. And if the racing is something that you'll tire of swiftly, what's the point?

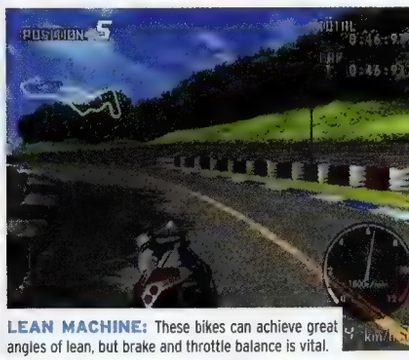
"THE PHRASE 'GRAN TURISMO OF BIKING GAMES!' HAS BEEN BANDED AROUND A BIT"

The thing that gives us hope is that, in all those other areas, the attention to detail is spot on. Bikers will dig it more than any other group – that's who it's aimed at. Much of it's about owning the machine, and if you ride a modern 600, then you'll be chuffed with the selection of real-world bikes on offer, and the handling and performance differences between them. Still, it'll need to soften up on the player if it's to gather any devotees... **PSM2**

Spirits will be revving your way this autumn.

KNEE DOWN!

1 Cornering is, of course, a really big deal – and a very delicate business. No swinging your arse out here – you need to brake carefully, lean in, then apply throttle to pull yourself out. A clinical approach is required.



LEAN MACHINE: These bikes can achieve great angles of lean, but brake and throttle balance is vital.

TYRED OUT: Some bikes can't be leaned too far. The Yamaha Fazer scrapes its exhaust on the ground when over-cranked.

WHEEL TOUGH: The on-bike view doesn't make things any easier.

RIDE AND JOY

2 *Riding Spirits*' technical issues – as discussed on the opposite page – aside, there's a lot to be said for the neck-and-neck action that's involved. Outbraking one of your opponents, lunging into a bend and then powering out [illegible] practice, forethought and some familiarity with the machine you're riding. It also takes balls, because the risks you take are [illegible]

POWER YOU DOIN'? [illegible] like, but you'll have to brake harder for bends.

KNOCK A HOPE IN HELL: Clash fairings with a rival, and you'll inevitably come off worst...

POTATO EDGE: No! Nooooo! Drat. Not again. That dreaded roadside trips us up for the squillionth time.

DIRT BIG 'UN: The bail-outs look good. Small compensation for the frustration though.

STEP UP: The CBR 600: the most capable 600 sportster on the market. Cheers!

SHAKERS AND MOVERS

3 They all have two wheels, but thankfully this is a million miles away from Easy Rider. The selection of bikes on offer in *Riding Spirits* is simply staggering and, as you'd hope, they all handle and perform very differently. A beat-up 250cc 2-stroke, for instance, is obviously going to have trouble competing with a 750cc superbike, and yet it can be just as much fun to ride – because it's *yours*. You chose it, you bought it, and with your race winnings, you're getting it tuned up so that it can compete in races against mightier machines.

TOP FLIGHT: For no-holds-barred, balls-out action, it just has to be the Kwak Ninja 750.

OLD-SKOOL: The Suzuki Kitana may be old, but it's a design classic.

BIG BOYS: The eternally popular 600cc Suzuki Bandit awaits the heavier purse.

HANDS-ON VERDICT

4 We've hope yet for *Riding Spirits*. While the code we played was massively unforgiving, it was also clearly unfinished; it crashed frequently (no pun intended) and at the most irritating moments. Plus, there were a few crumbly graphical glitches that (say it quietly) actually reminded us of that grinty old PSone texturing.

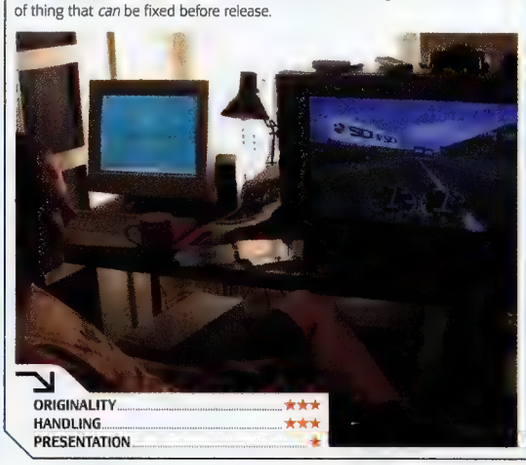
Oddly enough, these are all good signs however, as it means that there's a long way to go – hopefully, it isn't just the technical issues that are going to be addressed in the future. The rest is in place; and with a little gameplay balancing, *Riding Spirits* could indeed rise to become the *GT* of bike games.

You'll love it because...

It's packed to the gills with real-world bikes – the kind you see on the street every day. It also has more depth than any other bike game.

You'll hate it because...

It's obscenely difficult. But – and we can't stress this enough – this is the kind of thing that *can* be fixed before release.



ORIGINALITY ★★★
HANDLING ★★★
PRESENTATION ★

RS RIDING SPIRITS

INFO

- **DEVELOPER** [illegible]
- **PUBLISHER** [illegible]
- **GAME TYPE** Bike Racing

ANTICIPATED FEATURES

- *Gran Turismo*-style play, with oodles of parts upgrades, engine-tweaking and a pile-inducing number of bikes.
- A series of championships, which spur you on with the promise of big cash prizes.
- Real-world charms. Bikers will dig the fact they can ride the machines they own.

WHERE IT'S AT

- The structure's in place, but the difficulty level will need a dressing-down before release.

The stars of the Tokyo & Geneva Motor Shows
in your living room. Unveil, then unleash.
PlayStation 2
GRAN TURISMO
The special edition of Gran Turismo, GT Concept.
Including the Nissan Skyline GT-R Concept, the Volkswagen W12 and the Suzuki GSX-R/4. Plus over one hundred more heart-thumping racing, production, rally, concept and fantasy cars. RRP: £24.99. GT Concept. It's GT with attitude.
uk.playstation.com
PlayStation 2
THE THIRD PLACE

EXPECTED UK JULY

UFC: THROWDOWN

Mess his hair up! Pull his shorts down! Actually, it's a little bit more tactical than that...

FUNNY how things work out. ***Ultimate Fighting*, see, is largely rubbish – unless you really *can* see two extraordinarily hard men slithering about on the floor as the 'human chess game' commentators invariably make it out to be. Matches are too long, decisive moments few and far between, and there're huge stretches where one bloke just hamburgers the other's face without a murmur of retaliation. *Rubbish.***

Big up, then, the inherently shallow nature of computer games. *UFC Throwdown*'s everything the real thing *ought* to be – quick matches, lightning submissions, dramatic knockouts and constant wrestling for position. Fighting is a mix of stand-up punch slinging and floor-based grappling. Upright combat's similar to *Knockout Kings*' – except with kicks, natch. Grounded combat's a more ponderous affair – the man on top's got the advantage, but wreckless flailing leaves him open to a swift reversal of position. Armbars, leg-locks and counters are swiftly exchanged, knockouts are quick and submissions are never far away. This makes fighting an intriguing three-range affair – heavy hitters need to stay on their feet, all-rounders can afford to wear their opponent down, and grapplers need to close the ground as quickly as possible.

The problem's the lack of talent on offer – *UFC* without Royce Gracie or Ken Shamrock feels like *Street Fighter* without Ryu and Ken. That, and the lack of a decent tournament mode – *UFC*'s only three bouts in length – could hamper what is otherwise a thinking man's scrapper. **PSM2**

We'll be bloodying our knuckles on the review code next issue.

DVD ACTION
See Tito Ortiz lay a whole world of hurt on B.J. on the shiny, silver, round thing attached to the front of this very issue.

"EVERYTHING THE REAL THING *OUGHT* TO BE – QUICK MATCHES, LIGHTNING SUBMISSIONS, DRAMATIC KNOCKOUTS"

FIGHTIN' DORK: The real thing can be as dull as ditchwater. The game's much more thrilling...

LOCK N' ROLL

1 **A typical *UFC* match follows a rigid format – one bloke tries a tentative punch, the other tackles him to the floor, then sits on him for 20 minutes knuckling him in the face. By contrast, *Throwdown*'s bouts are fast and furious, full of shifts in position and tapout attempts. As fans insist, it's a lot more complex than boxing – observe, as we deconstruct the science of Ultimate Fighting...**

MOUNT DRACULA: Sensibly, you can't do much damage from the bottom in the mount position.

LOCK AND A HARD PLACE: A countered punch provides opportunity for a reversal of fortune.

PETER CONCUSSION: If your opponent does this, you're stuffed. Elbow-head-unconsciousness.

HANDS-ON VERDICT

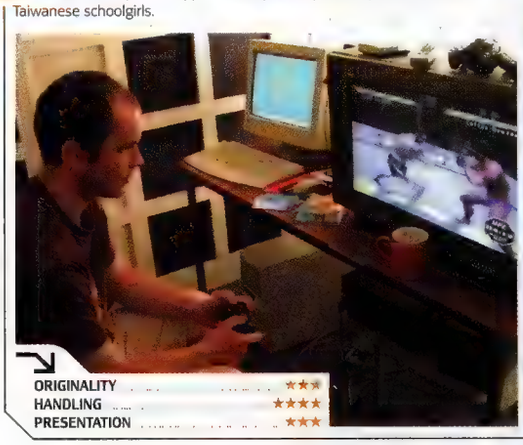
2 **Much like the real thing, the pub-brawl aesthetics are deceptive – *UFC*'s a fairly complex game. Though the intricate movements impress, say, Joel – "Look! He's reversed the guillotine choke into an ankle lock!" – the fighting isn't instinctive enough to entice everyone, further hampered by occasionally botched clipping and piffling slap noises. Although a stand-up scrap's easy to bluff through with some judicious blocking, the ground-fighting's a paper-stone-scissors affair, with the more strategic fighter invariably gaining the advantage. Even the way you land from a takedown's crucial. See? There's much more to it than simply weathering the effect of half-a-dozen boots to the kidneys...**

You'll love it because...

It makes a welcome change from the usual firework-heavy, brainwork-light fight games.

You'll hate it because...

You want your scrappers full of poodle-permed youths and cute Taiwanese schoolgirls.



ORIGINALITY ★★★
HANDLING ★★★★
PRESENTATION ★★★

INFO
- **DEVELOPER**
- **PUBLISHER** Ubisoft
- **GAME TYPE** Beat-em-up

ANTICIPATED FEATURES
- Fighter Edit mode.
- UFC Training

WHERE IT'S AT...

EXPECTED UK SEPTEMBER

DINO STALKER

Remember *Resident Evil: Survivor 2*? Forget it. Capcom are back with a lightgun game to take away the pain. Are you ready to go huntin'..?

HAVE YOU looked on top of the freezer? What about in the cupboard? How about under that enormous pistol-shaped layer of dust?

That's right people, it's time to go a-hunting for that lightgun. We all know the story: Boy buys lightgun, boy falls in love with lightgun, boy buys new game, lightgun gets lost for an eternity. But this time, Things Will Be Different. *Dino Stalker* will make it worth shooting up your TV again.

Like *Resident Evil: Survivor 2*, *Dino Stalker* draws on the past success of Capcom's survival horror series to turn pre-rendered adventure into a first-person scrolling shooter. But don't think that, like *Time Crisis*, you merely cap carnivores before being swept along to the next shooting gallery – because this time *you* control the motion.

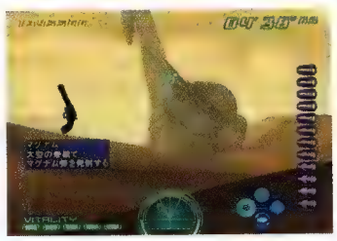
Cleverly using the D-pad on the G-Con 2 you easily stroll through the undergrowth, wander off the beaten track and even try and outflank your scaly enemies. Of course, the rogue reptiles can do the same to you by leaping from the cover of the island's dense rainforest and sandy boneyards to lock jaws on your nether regions. So by mixing FPS and shooter styles, *Dino Stalker* adds new depth and thoughtfulness to a traditionally paddling pool-shallow genre.

In fact, there's a hideously complex plot which takes elements from Planet of the Apes, Jurassic Park and 1943 and mixes 'em up in a series of fuzzy cut-scenes. All you really need to know is that not one of these terrible lizards prefers bark to bones or vegetables to veins. Yep, in this world *everything* wants to chew on you, including the giant moths. And chew they do, leaping out of the heavy fog that limits the draw distance to attack in a series of believable-but-predictable lunges. All you need to do is toast them with any one of the 17 meaty weapons on offer.

Against its plentiful positive points, *Dino Stalker* still contains the flaws that come with more traditional shooters. With just eight levels and the sole motive for replaying to aim for bigger scores and faster times, it might fall between the two schools of *Time Crisis*-style arcade thrills and FPS depth. Either way we'll find out how it all comes together when *Dino Stalker*'s ready Turok. **PSM2**

Dino Stalker will be stomping into the shops on 6th September.

"NOT ONE OF THESE TERRIBLE LIZARDS PREFERS VEGETABLES TO VEINS"



PLANET OF THE APESASARUS: Fools! They actually did it! It must have been Earth all along!

STEGOTYPES

1 Lizards might have lorded it up over these lands for millions of years and came in every size and shape, but in the world of *Dino Stalker* there isn't much variety. From Pteranodons to Oviraptors, there are only 12 types of reptile, and the biggest change is in colour, from dappled greens in the jungle to Barney-style bright purple in the desert.

PAIN IN THE GRASS: 'Raptors are hard to spot in long grass - 'til they attack...

FETCH LIVES: Despite pea-sized brains, they aren't completely Cretaceous. They steal power-ups.

PSM2 FIRST PLAY

STYLE BE BACK

2 Plesiosaurus, pilot Mike Wired also mixes up the mayhem with a dinghy ride, a jeep race and a plunging descent

JUNGLE BELLS: Beasts lurk in shadows, so play Agent Orange and blast the shrubbery.

CHUTE ME: Strapped into your parachute, you can only spin around and pick off the Pteranodon.

RUDDER BULLETS: With both hands on his rifle, Mike has nothing left to steer the boat with.

JEEP TRICK: With your beau at the wheel, the creatures try and keep up as you spray hollow tips.

GUN 'TIL NOVEMBER

4 This might be the land that time forgot, but someone's remembered to scatter enough firearms around the levels keep even NRA life member Charlton Heston happy. Seventeen types of shooter have been scattered throughout, offering flame-throwers to toast Triceratops, Tazers that'd shock a T-Rex and that old *Dino Hunter* classic, the crossbow.

ROTATE GALLERY: You have to wait for the barrel to spin, but the chaingun kills everything.

RANGE LIFE: Yes it's a cliché, but blowing off their tiny wee heads is more fun with a sniper rifle.

TRIO FERDINAND: These flesh-eaters end three levels. Pump bullets down their gullets to kill 'em.

BOSS STRIKE

3 It's a cliché, we know, but after struggling through the dunes of death or across the sea of big fish with sharp teeth, you'd be disappointed not to come up against a walking wall of super-tough dino boss sat at the end of the area. Wouldn't you? Not every level has one, but when they do appear, be it the carnivorous Carnotasarus or the horny Triceratops, you won't feel let down by the size of these earth-shaking bosses.

HORNY PROBLEM: Set to impale you, this Triceratops chases your jeep flicking oil drums.

T-REXTASY: He's ready to munch on your motor until your partner discovers the accelerator.

SLANTY CLAWS: Instead of a big boss, swarms of smaller swimmers or predators end earlier levels.

HANDS-ON VERDICT

5 After the failure of *Resident Evil: Survivor 2*, this did little to set off a Pavlovian drool response, but with a G-Con 2 in hand the improvement is obvious. Using the D-pad on the gun, the free-roaming levels became frantic fun instead of a constant battle against a confused control system. Freed from this problem even with a pad, the action is fast, fluid, and not short on adrenaline hits. That said, we rattled through the reptiles and finished off the whole island in just a few hours without feeling really challenged.

You'll love it because...
Guns, dinos and enough free-roaming to make it more than a simple shooter.

You'll hate it because...
You can probably finish it within the first couple of hours.

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★

DINO STALKER

INFO
- **DEVELOPER** Capcom
- **PUBLISHER** Capcom/Eurosoft
- **GAME TYPE** Arcade Action

ANTICIPATED FEATURES
- Eight levels, complete with mini-bosses.
- Five boss battles including a final confrontation that we aren't allowed to talk about...
- 17 bonus weapons including rocket launchers, lasers and chainguns.
- Three difficulty settings, with Easy more than living up to its name.

WHERE IT'S AT...
- [illegible] few captions, *Dino Stalker* is ready to stomp onto the UK [illegible]

DVD ACTION
Flick on this issue's DVD for plenty of in-game footage of the overgrown iguanas becoming extinct all over again.

COMING SOON

ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!

PSM2 MOST WANTED

THE TEN GAMES WHICH PSM2'S ACHING TO BE RELEASED...

1 GTA: VICE CITY

Most of your responses to our Official Miami Advice section are unprintable. You sick people...

2 DRIVER 3

Nice, Istanbul. Miami... Yep, another reason to pack the suntan lotion and semi-automatics.

3 GRAN TURISMO 4: ON-LINE

With the E3 revelation that *Auto Modillista* isn't what we'd hoped for, all eyes are now on Mr Yamauchi and Co

4 TIMESPLITTERS 2

"My eyes, my eyes! Why can't I shut my eyes?" Grab the Optrex and flip back to pg24 for the full voyeuristic story.

5 MGS2: SUBSTANCE

Words can't express how excellent this is going to be. So check out the shots in Accelerator this issue...

6 INDIANA JONES

Nazis with flamethrowers, bar room brawls and no more pawachutes? We'll have some of that. Shift over Lara.

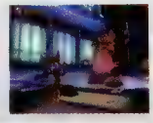
7 TONY HAWK'S PRO SKATER 4

Skate the world, unlock mini-games and forget about the timer. Frictionless fun doesn't get better than this.

8 SOUL CALIBUR 2

Absent from E3, but still firing our interest with news that the characters will now be able to switch between stances.

9 RATCHET AND CLANK



Crept up on us this one, but we're glad it did. Check out our lead preview (pg32) for the full low-down on this *J&D* beater.

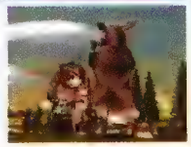
10 TOMB RAIDER

Fresh shots of Lara gunning down zombie knights has once again carved her a place in our top ten of gaming glory

OUR LEAST WANTED

You can take your title and...

BLACK AND WHITE



Let's just say this port's going to have to be more than a bit special to make up for all those frustrated years of waiting.

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

Action Adventure	AA	Platformer	P
Action Puzzler	APz	Puzzler	Pz
Arcade	Ar	Racing	R
Beat-em-up	Bt	RPG	RPG
Bonkers	B	Shoot-em-up	S
First Person Shooter	FPS	Sim	Sim
Flight Sim	FS	Sports	Sp
Misc	M	Strategy	Str

AUGUST

Aggressive Inline	Acclaim	Sp
Dino Stalker	Capcom	S
Disney Golf	EA	Sp
Gumball 3000	SCi	R

MAT HOFFMAN'S PRO BMX 2

It's a two-wheeled battle to the death as the athletic crowd that gave Tony Hawk to look with the cheeky innuendo of Mirra.

Premier Manager 2002	Infogrames	Sp
Taz Wanted	Infogrames	P
TOCA Race Driver	Codem'ters	R
Tony Hawk's 3 (Platinum)	Activision	Sp

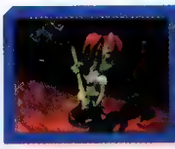
SEPTEMBER

Ape Escape 2	Sony	P
Beach Soccer	Wanadoo	Sp
Big Mother Truckers	Empire	R
Blade 2	Activision	AA

COLIN MCRAE 3

This is already shaping up to be the toughest rally challenge we've seen, with superior physics and frighteningly accurate collision damage.

Conflict Desert Storm	SCi	AS
Crash	Rage	R
Curse: Eye of Isis	Wanadoo	AA
Dragon's Lair 3D	THQ	AA
Ferrari F355	Sony	R
Good Cop, Bad Cop	Virgin Int.	AA
Gravity Games	Midway	Sp
Hitman 2	Eidos	AA
Ironstorm	Wanado	FPS
Jimmy Neutron Boy Genius	THQ	P
Kelly Slater's Pro Surfer	Activision	S
Largo Winch	Ubi Soft	AA
Legia 2: Duel Saga	Eidos	RPG
Legion: Legend of Excalibur	Midway	AA
Madden NFL 2003	EA	Sp



MALICE

Tread quietly and carry a big hammer. That's Herbert Adams' motto as she pops across 2 mutant-packed levels in an effort to restart the universe.

MX Superfly	THQ	R
Need For Speed: Hot Pursuit 2	EA	R
NHL 2003	EA	Sp
Pac Man World 2	Sony	P
Pride FC	THQ	Bt
Reign of Fire	Bam!	AA
RLH	Virgin Int.	AA
Scooby Doo: Night of 100 Frights	THQ	P
Simpsons Skateboarding	EA	Sp
Space Channel 5.2	Sony	B
Spyro: Enter the Dragonfly	Vivendi	P
Street Hoops	Activision	S

STUNTMAN

Directors, Temperamental at the best of times. In Stuntman, they reach a new low of pot-breaking petulance. Review next issue.

Sum of All Fears	Ubi Soft	AS
Tekken 4	Sony	Bt
TimeSplitters 2	Eidos	FPS
Tiny Toon Adventures	Swing!	Pz
Total Immersion Racing	Empire	R
Turok Evolution	Acclaim	AA
UFC Throwdown	Ubi Soft	Bt

OCTOBER

Alter Echo	THQ	AA
Burnout 2	Acclaim	R
F1 2002	Sony	R
Ghost Recon	Ubi Soft	AS
Halloween	Wanadoo	AA
Legends of Wrestling 2	Acclaim	S

THE LOST

Instinct. Corruption. Shadow. Four demonic personalities, one goal: to escape your dead daughter from hell. Cheery, eh?

NBA Live 2003	EA	Sp
Ninja Assault	Namco	S
Onimusha 2	Capcom	AA
Race of Champions	Activision	R
Ratchet and Clank	Sony	P
Robocop	Virgin Int.	FPS
Rocky	Rage	Sp
The Thing	Vivendi	AA
Twin Calibre	Rage	AA

NOVEMBER

Batman: Dark Tomorrow	Vivendi	AA
Club Football	Codem'ters	Sp
Defender	Midway	S
Freaky Flyers	Midway	FS
Harry Potter	EA	AA
Indiana Jones: Emperor's Tomb	Activision	AA
James Bond 007...in Nightfire	EA	FPS
LMA Manager 2003	Codem'ters	Sp

LORD OF THE RINGS: THE TWO TOWERS

Looks beautiful in the CG acting department, but we've seen precious little screaming depth to the gameplay.

Minority Report	Activision	AA
Mortal Kombat: Deadly Alliance	Midway	Bt
NHL Hitz	Midway	Sp
Primal	Sony	AA
Project Zero	Wanado	AA
Rayman 3	Ubi Soft	P
Rugrats: Royal Ransom	THQ	P
Shaun Palmer's Pro Snowboarder	Activision	S
Splinter Cell	Ubi Soft	AA
Sponge Bob: The Flying Dutchman	THQ	P
Star Wars: Clone Wars	Activision	AS
Star Wars: Bounty Hunter	Activision	AA

SUMMONER 2

Your chance to play as the queen. The rivalry of Hubert and Journeyman continues as does the epic second RPG with real-time combat from Volition.

Tomb Raider: AoD	Eidos	AA
Tony Hawks Pro Skater 4	Activision	S
Vexx	Acclaim	P
WRC2	Sony	P
Wreckless	Activision	R
X-Men: Next Dimension	Activision	Bt

DECEMBER

Auto Modellista	Capcom	R
Battle Bots	THQ	M
Broken Sword: The Sleeping Dragon	Virgin Int.	AA
ET: The Green Planet	Ubi Soft	P
Falcone: Into the Maelstrom	Virgin Int.	AA
Hot Wheels	THQ	R
Jojo's Bizarre Adventure	Capcom	AA
Marvel vs Capcom	Capcom	Bt
Tak: The Power of Juju	THQ	AA

LATE 2002

Alpine Racer 3	Sony	R
Battle Engine Aquilla	Infogrames	AS
BloodRayne	Majesco	AA

FUTURAMA

No shots of Bodie Stiletto as yet, which is perplexing. Perhaps it's just going to be as gracious as we initially thought it would be. Watch this space...

Dinoz	Vivendi	Sp
Dinotopia	TDK	AA
Dr Muto	Midway	AA
Dredd Versus Death	Rebellion	AA
Ecks Vs Sever	Bam!	AA
Exo	Infogrames	AS
F355	Sony	AA
GT Racing	Midas	R
H2Overdrive	Ubi Soft	R
Mercedes-Benz World Racing	TDK	R
Moji Ribbon	Sony	B

RED FACTION 2

We got this one's number. Fifteen weapons, four planets, split screen and thousands of destructible surfaces to concentrate your firepower on.

STAR WARS: BOUNTY HUNTER
ACTIVISION
Jango Fett, dressed to kill. Lucasarts are set to get *Bounty Hunter* out in November – but you can see it in action now. Just head for Accelerator on the DVD...

Monster Truck 2	Ubi Soft	R
Riding Spirits	Bam!	R

ROBOTECH BATTLECRY

Possibly the only real variation on the standard slash-happy mech-formula – its cel-shaded, Japanese fantasia made original. Oh, Jesus...

Rocket Powered Beach Bandits	THQ	R
Rogue Spear	Ubi Soft	AS
Rubu Tribe	Interplay	AA
Samurai Jack	Bam!	P
Scorpion King	Vivendi	AA
Shrek	TDK	P
Starsky and Hutch	Empire	AA

SUPERMAN

Fancy flying around Metropolis city rescuing the common folk and generally being messed about the head? You don't. Put the mag down. Walk away...

Terminator: Dawn of Fate	Infogrames	AA
World Sports Car	Empire	R

TO BE CONFIRMED/2003

13	Ubi Soft	FPS
Aliens: Colonial Marines	EA	AA
Ally of Justice	tbc	B
All Star Golf	Midas	S
Andy McNab	Rage	AA
Arc Legion	Capcom	RPG

ARMORED CORE 3

Be happy. You're no longer alone. Now you get a new robot chassis to fumble alongside, all sporting a selection of 200+ spare parts.

Black and White	tbc	AS
Blood: The Last Vampire	Sony	AA
Bomberman Kart	tbc	R
Bruce Lee	Vivendi	Bt
Cauldron	TDK	AA
Crash	Rage	R
Crouching Tiger, Hidden Dragon	Ubi Soft	AA
CSI: Crime Scene Investigation	Ubi Soft	AA
Daredevil	THQ	AA
Dead to Rights	Namco	AA

DAVE MIRRA XXX

The dog sniffs the poodle's ass, then they start humping. Sir Yapsalot exclaims that it's the best thing he's ever had the pleasure to say about the game. All unprintable...

Delta Force	Nova Logic	FPS
Devil May Cry 2	Capcom	AA
Disney All-Stars	Konami	Sp
Driver 3	Infogrames	R
Duke Nukem Forever	Take 2	FPS
Dragon Ball Z	tbc	B
Everquest	Sony	RPG
Evil Dead; Fistful of Boomstick	THQ	AA
Football Mania	tbc	Sp
Freedom: Battle for Liberty Island	EA	AA
Ghostmaster	Empire	AA
Glaidus	Activision	RPG
Gran Turismo 4: On-line	Sony	R
Grand Theft Auto: Vice City	Take 2	AA
Gungrave	tbc	AA

JURASSIC PARK: PROJECT GENESIS

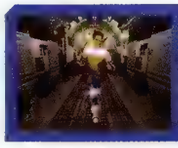
It's Theme Park World meets Bloody Roar but with the added attraction of 12 dino sub-missions to up the thrills.

Kengo 2	Ubi Soft	AS
Kingdom Hearts	Sony	P
Legend of Kri	Sony	AA
Lego Galidor	EA	AA
Monopoly Tycoon	Infogrames	Pz
Metal Gear Solid: Substance	Konami	AA
Mission Impossible 2	Infogrames	AA

NIGHTMARE CREATURES 3

Explore Prague while the sun shines out, when night falls change into your raven familiar and stalk the skies in search of undead prey. Muhahahahah.

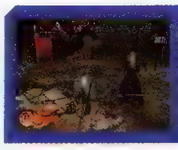
Pac Man Fever	Sony	P
Pillage	tbc	AS
Red Dead Revolver	Capcom	AA
Return to Castle Wolfenstein	Activision	FPS



RTX RED ROCK

The more we look at this, the more we despair. Who's going to want to play as this fresh-faced cyclist of tomorrow? Get him a stylist. LucasArts...

Rygar	Tecmo	AA
Shinobi	Sega	AA
Shoot to Kill	Codemasters	FPS
Sims, The	EA	Str
Sly Cooper	Sony	P
Snowboard Heaven	Capcom	Sp
SOCOM: US Navy Seals	Sony	AS
Spawn: In the Demon's Hand	Capcom	AA
Speed Devils 2	Ubi Soft	R
Stung	tbc	AA
Suikoden 3	Konami	RPG
SWAT: Urban Justice	Vivendi	AS
Tiger Woods PGA Tour 2003	EA	Sp
Team SAS	Rage	AS



TENCHU 3

After witnessing what Spike have done to the entire Samurai genre the presses on to acquire its own to claim an equally impressive slasher.

Templar	TDK	AA
Thunderbirds	SCi	AA
Titanium Angel	SCi	AA
Transworld Surf	Infogrames	Sp
Tribes 2	Vivendi	AA
Ty The Tasmanian Tiger	EA	P
Unreal Tournament 2	tbc	FPS
Way of the Samuari	Bam!	AA
World Rally Championship 2	Sony	R
WWE Crush Hour	THQ	R
WWE Shut Your Mouth!	THQ	Sp
Xenosaga	Sony	RPG
X-Men: Wolverine's Revenge	Activision	AA
Zapper	tbc	P

Incoming is your complete guide to the future for your PS2. The release dates are correct, to the best of our serious knowledge, as we went to press. This listing is updated every issue – but please, don't give us a hard time about slippage, canning and alterations.

DEVELOPER CONTACTS

Think their game's great? Or just a bit cack? Tell these people as soon as you can...

3DO
020 7490 1323
www.3doeurope.com

ACCLAIM ENTERTAINMENT
020 7344 5000
www.acclaim.com

ACTIVISION
01753 756 100
www.activision.com

ARGONAUT
020 8200 5777
www.argonaut.com

BAM!
020 7385 1357
www.bam4fun.com

CAPCOM EUROSOFT
020 8846 2550
www.capcom.com

CODEMASTERS
020 437 6100
www.codemasters.com

CRAVE
020 8968 8088
www.crave.co.uk

CRYO INTERACTIVE
0121 250 5070
www.cryo-interactive.com

EIDOS INTERACTIVE
020 8636 3000
www.eidosinteractive.com

ELECTRONIC ARTS
01932 450 000
www.ea.com

EMPIRE INTERACTIVE
020 8343 7337
www.empire.co.uk

EON
020 7318 1350
www.eon-digital.com

INFOGRAMES
020 8222 9700
www.infogrames.com

INTERPLAY
020 7821 6815
www.interplay.com

KONAMI EUROPE
0208 582 5573
www.konami.com

LEGO
0870 600 3003
www.legomedia.com

LUCASARTS
www.lucasarts.com

MIDAS
01279 858000
www.midasinteractive.co.uk

MIDWAY GAMES
020 7938 4488
www.midway.com

RAGE
0151 237 2200
www.rage.co.uk

REBELLION
www.rebellion.co.uk

SCi
020 7585 3308
www.sci.co.uk

SEGA
020 8996 4509
www.sega-europe.com

SONY EUROPE
08705 998877
www.playstation.co.uk

TAKE 2 INTERACTIVE
01753 854 444
www.rockstargames.com

TDK
www.tdk-mediactive.com

THQ
01483 767 656
www.thq.com

TITUS
020 7700 2119
www.titussoftware.com

UBI SOFT
01932 838 230
www.ubisoft.co.uk

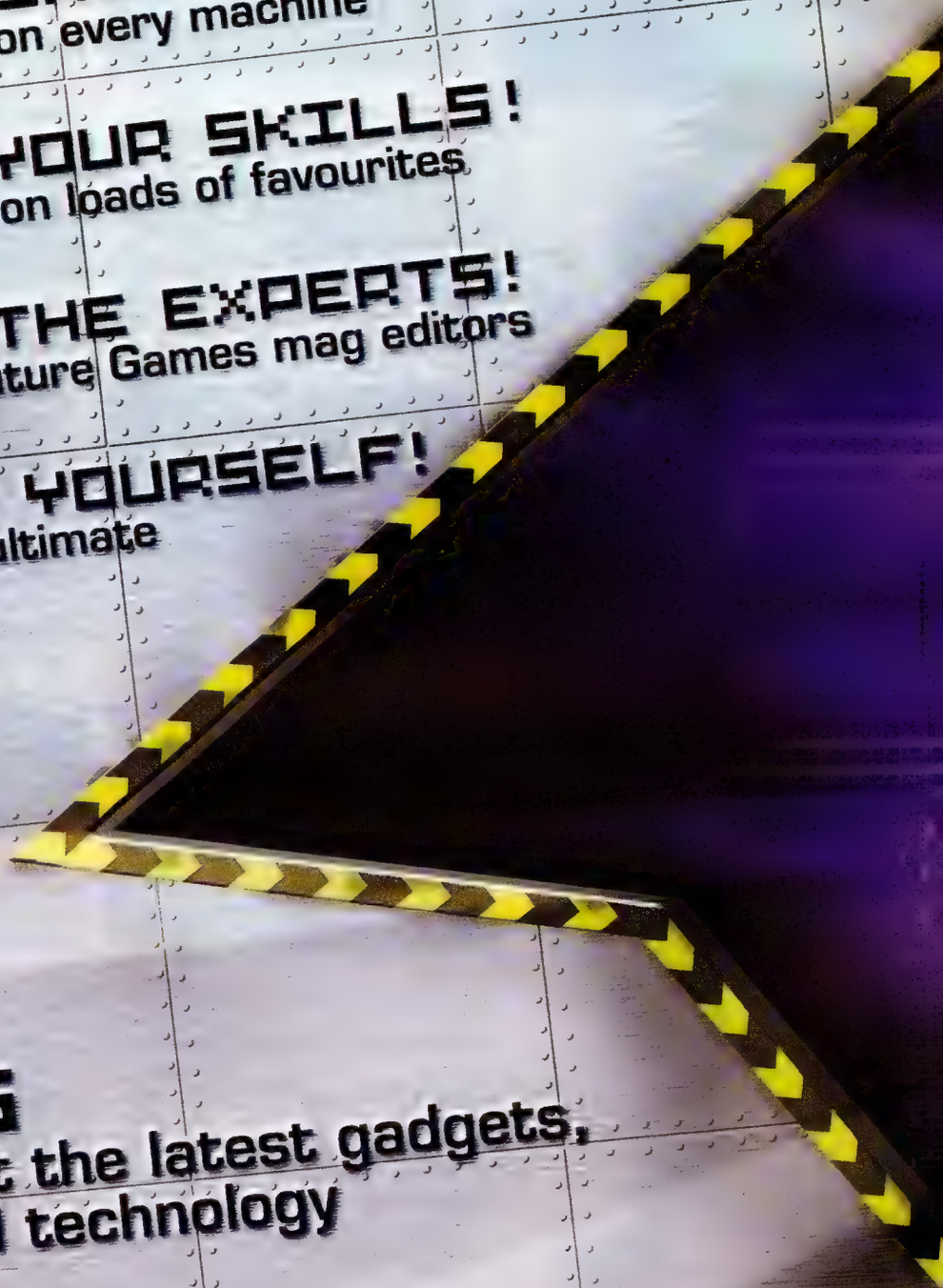
VIRGIN INTERACTIVE
020 7551 4222
www.vie.co.uk

VIVENDI
0118 920 9100
www.sierra-on-line.co.uk

THE UK

VIDEOGAME EVENT

- **PLAY 'EM FIRST!**
  The latest games on every machine
- **SHARPEN YOUR SKILLS!**
  Beat your mates on loads of favourites
- **TAKE ON THE EXPERTS!**
  Challenge the Future Games mag editors
- **IMMERSE YOURSELF!**
  Check out the ultimate games set up



PLUS
Checkout the latest gadgets, gear and technology

THE GAMES MATRIX

IN ASSOCIATION WITH

gamesradar.com
FUTURE GAMING NOW!

3-6 October 2002, Earls Court, London

For tickets call 0870 902 0444

The Games Matrix in association with gamesradar.com is part of the Stuff LIVE 2002 exhibition.

Stuff LIVE 2002
The Gadgets, Gear & Technology Show

gamesradar.com
FUTURE GAMING NOW!

aeo

PLAYSTATION 2 MAGAZINE
PSM2
REVIEWS
THE ESSENTIAL VERDICT ON EVERY NEW RELEASE
レビュー

HOW DOES THE GAMES INDUSTRY DECIDE WHAT YOU'LL BE PLAYING NEXT SUMMER? LIKE THIS:

Mr X, a prominent games publisher, sits in his leather swivel chair like Jabba the Hutt in a Gucci suit, puffing on a Cuban as his minions approach. "Erm... it's like *Road Rash*, but with, um, gladiators," ventures one. The exec ponders for a moment, then slides a shiny briefcase stuffed with cash across the desk. The next minion glides forward.

"*Time Crisis*, only with a girl." Mr X smiles, and shoves across another briefcase. The final flunky steps up, smirking.

"SSX... but on motorbikes!" The publisher bursts into sudden, booming laughter. He's still chuckling ten minutes later, as his flunky pulls away in a brand new Ferrari...

It doesn't have to be this way. Summer's traditionally the heyday for low-brow, high-concept tat designed to give gamers the faint whiff of a game they once loved. Imagine if that carried on, eh? You'd eventually become so used to the cloying smell of cash-in that you saw its filthy taint even on well-intentioned games, or something.

So. Read Absolute PS2. Buy import games. Get those Platinum titles you've always pondered. But when summer comes round, and the publishers are shovelling out their rubbish, don't buy it. They'll only do the same again next year.

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS レビュー

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

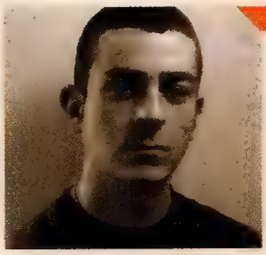
The world's most knowledgeable and outspoken PlayStation 2 fans.

DANIEL DAWKINS

- **SPECIALIST IN:** Extreme Sports, duuude
- **NOT HAVING FUN WITH:** Freekstyle

PSM2's very own lady-loving Will Young's been addicted to flossing ever since his jam diet clumsied up his Welsh smile and forced a trip to the dentist.

daniel.dawkins@futurenet.co.uk



RICHARD OWEN

- **SPECIALIST IN:** Fighting, driving
- **HAVING FUN WITH:** Circus Maximus

Rich breeds ducks. Ducks for fighting. Ducks for killing other ducks in dimly lit pub backrooms. Ducks for bringing him sordid wealth to help fuel his PS2 habit.

richard.owen@futurenet.co.uk

JONATHAN BRYANT

- **SPECIALIST IN:** Big machines
- **HAVING FUN WITH:** Underwater Unit

Jonnie fears boiling water, milk, spoons and perforations on an individual level, but loves tea as a whole. That's why he never gets his round in, apparently...

jonathan.bryant@futurenet.co.uk

RYAN BUTT

- **SPECIALIST IN:** Driving
- **HAVING FUN WITH:** GT Concept

You can read him like a book. Even his skin's been given a Braille finish. It says "I enjoy driving. I enjoy driving games. Thank you for your warm patience."

DANIEL GRIFFITHS

- **SPECIALIST IN:** Cables, Max Martin songs
- **HAVING FUN WITH:** BA Baracus

Dan G is tougher than Mr T -- that was the shock headline to come out of E3. "He kept smiling, and laughing," said Dan,"but I didn't crack a grin once." Jesus.

daniel.griffiths@futurenet.co.uk

TIM WEAVER

- **SPECIALIST IN:** Fighting, livestock
- **HAVING FUN WITH:** Barbarians

'You give me' Weaver's been outstanding in his field this month -- he's been getting ten bob an hour to pose as a scarecrow. Ha! Cheers, you!

tim.weaver@futurenet.co.uk

JAMES WHITE

- **SPECIALIST IN:** Non-smoking
- **HAVING FUN WITH:** Presidential affairs

"I did not have sexual relations with that woman," asserts James. But, y'know, he says that about *everyone*. Pointed at Dan, once. It's the hair, see.

james.white@futurenet.co.uk

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch...

PSM2, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

›THE DEFINITIVE VERDICT フハウヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
Whack on the kettle, break open the Digestives, and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping, *Fantavision* is the PlayStation 2's simplest, and arguably greatest, invention yet...
IMPACT POINT
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
VERDICT
GAMER'S CHOICE
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シラヨカノ

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

›HONEST AND ACCURATE シラヨカノ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HARD-HITTING シラヨカノ

THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

0-29	Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...
30-49	Possibly fun in the short term, but there're some serious faults in the game's design.
50-69	50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.
70-84	An entertaining game that *just* misses out on being something big. Highly enjoyable, though.
85-89	What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...
90+	An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

FREEKSTYLE 056

BARBARIAN 060
Endgame 062
Circus Maximus 064
Scooby-Doo: Night of 100 Frights 067
GT Concept 068
Slam Tennis 070
Next Generation Tennis 071
Underwater Unit 072
Akira Psycho Ball 074
Samurai 076

DVD REVIEWS

Training Day 078,
The West Wing 079
Don't Look Now 079
CSI: Crime Scene Investigation 079

OUT UK JULY 26TH

FREEKSTY

"ITS CONTRIBUTION TO EXTREME SPORTS MIRRORS FRED DURST'S TO LYRICAL

Big, dumb and not much fun – EA's high-octane motorcycle romp revs alongside *SSX*, and crashes out with what looks like chronic imbalance. Shame.

IN THE SADDLE: Daniel Dawkins

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  EA Big
- **PUBLISHER**
  EA
- **GAME TYPE**
  Racing
- **PRICE**
  £39.99
- **EXTRAS**
  Two player, DualShock Memory Card

DETAILS

- Over 100 tricks including the McMetz, Superman and Executioner – plus variations on these.
- Nine courses – six racing and three freestyle – from Rocket Garden to Burn It Up.
- Circuit, Freestyle Freeride and Race mode with two-player option.
- Licensed music from Dry Cell.
- Eight real-life riders to play, including Mike Metzger, Stefy Bau and Brian Deegan.

***SX* burst onto the scene in a shower of fireworks, powder and neon – revolutionising the extreme sports genre and catapulting sales of PS2. Its hyper-reality, ultra-compulsive gameplay triggered countless lost nights, calloused thumbs and guttural shouts of euphoria, as gamers toiled to nail every last short cut and high-score-shattering snowflake. Imitators came and imitators faltered – but none could better *SSX*'s utopian balance of visceral impact, expansive gameplay and merciless compulsion. Sadly – by virtue of their own success – neither can EA Big. Two years on, all they can deliver is a triumph of (Freek)style over substance.**

Don't get us wrong, this isn't a *bad* game but there's virtually nothing – except for some wobbly flaming hoops – that you haven't seen before. Worse yet, everything it does well – the sensation of speed, acrobatic trickery and raucous attitude – has been performed with greater verve and panache somewhere else. This isn't – as lazy comparison invites – *SSX Tricky* on motorbikes, but *Splashdown* on gravel. An imitation of an imitation. Irony aside, *Freekstyle* just isn't much fun – at least not consistently.

SLAM SHADEY: No matter what speed you hit – or clip – an object, your rider launches about 300 metres up the track.

The premise is familiar. Win six races – split into three rounds – to claim the world championship, earning stat points, bikes and new characters. Crucially, each race consists of three laps, not a continuous, sprawling circuit like *SSX*. Here's the bind – by the time you win the final, you've already completed nine laps of achingly familiar scenery. Worse yet, since you *have* to scoop gold to unlock the next track, not just a top three finish, you'll probably have to repeat the same lap over 20 times. At best, it's needlessly frustrating. At worst – exacerbated by the bile-frothing difficulty level – nigh-on unforgivable.

Handling's fairly tight: rather than mess around with precision, bike-toppling power slides, you just wedge the analogue stick in the direction you want to steer. And the theory is sound, with the arcade-friendly steering allowing you to focus on the insane trickery. Sadly, despite the intuitive feel, the effect is simplistic. Over the course of 50-odd laps, we didn't need to brake once. Everything's a bit floaty-light and there's no sensation of wrestling with a 500cc petroleum-guzzling monster. This wouldn't be a problem if the trick ▶

"THIS ISN'T A BAD GAME BUT THERE'S VIRTUALLY NOTHING - EXCEPT FOR SOME WOBBLY FLAMING HOOPS - THAT YOU HAVEN'T SEEN BEFORE"

HOOPS OUTSIDE YOUR HEAD: You need to judge your run-up perfectly to avoid clanging your head on the airborne hoops.

LE

SUBTLETY"

SPINAL FANTASY: Rider and real-life lingerie model Leanne Tweeden is one of eight characters, each with unique tricks.

COURSE FOR CONCERN

Outside of the standard racing mode, you can hone your trickery in the Freestyle arenas – like a watered down version of *Tricky*'s Showoff mode. These specially constructed levels consist of Evil Knievel-shaming mega-ramps and huge quarter pipes, giving you plenty of height to pull those three-string grab combos. Despite the obvious appeal, this mode feels a little ill-structured, with no real incentive for high scores. There's little scope for building decent trick lines. Bugger.

BRING THE PAIN: Build up your Freekout meter and use the extra speed to leap high and make high scoring combo grabs.

BANKS A MILLION: There's no way to link tricks on the flat so you've got to maximise your air time and tweak every grab...

▶ system provided sufficient complexity, but once again *Freekstyle* disappoints.

Much like *SSX*, pressing the shoulder buttons in varying combinations unleashes tricks such as the McMetz, Can Can and logic-defying Seat Grab. Tricks can be linked and tweaked using the boost button, while repeated moves score less. Sadly, that's as deep as it gets – just line up the jump, boost and hold the buttons. You can pull back on the stick to maximise your height – and vaguely steer your bike in mid-air – but there's nothing to rival the subtlety of *Tricky*, *Tony Hawk's* or, dare we say it, *MX 2002*. No pre-wind mechanism, no flips, no grinding, no precision control... nothing.

Freekstyle tries to redeem itself with its Rhythm feature: jumps can be 'muscled' down early so you can maximise the effect of landing on a downward slope. Get your timing right, and you can dance between bumps with metronomic grace. Sadly, all this means is that you've got to temper your speed and perform less tricks which isn't much fun. Without tricks, you can't gain boost. Without boost, you can't win races. The resulting frustration is heightened by the insane difficulty. The Freekout system is initially thrilling (see Kids From Flame) but ultimately cosmetic.

Freekstyle's fundamental flaw is that it doesn't reward expertise. Even if you race well, land every trick and boost consistently, you're only one fall away from finishing last. Conversely, you're only one Freekout away from regaining the lead. The computer uses an unfair catch-up mechanism to keep the pack together. On one occasion, we were crossing the line, completely unopposed, at full speed with full boost, only for someone to overtake us at the speed of light and steal first place. Sure, their bike may've been faster, but pur-lease – this type of imbalanced surrealism borders on outright cheating.

Agonisingly, *Freekstyle* can be thrilling. The sensation of speed is terrifying, while the set pieces – such as busting a Superman grab through a flaming hoop over a 100ft precipice –

SPRITE YOU ARE, THEN: Collect 50 of the fairies hidden around the levels to earn a free game continue.

"THERE'S NOTHING TO RIVAL THE SUBTLETY OF TRICKY, THPS3 OR, DARE WE SAY IT, MX 2002"

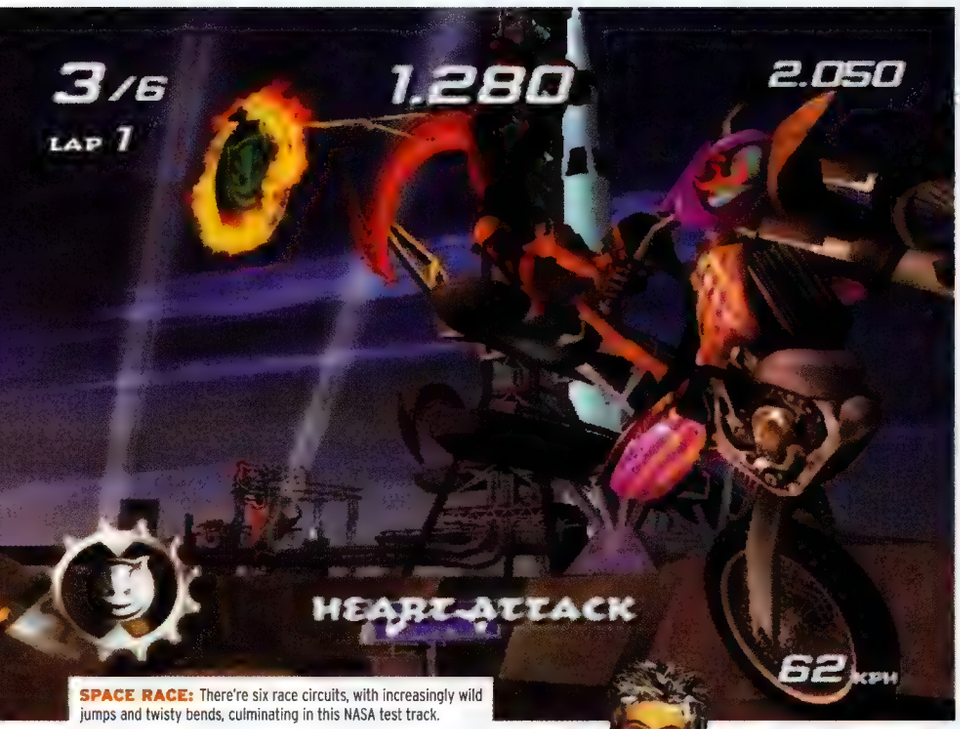
SPLIT AND POLISH: The two-player option is only available in the Race mode, but whips along at a cracking pace with great detail.

STATS ENTERTAINMENT: Every time you win a race, you earn a finite number of attribute points to boost your character's skills.

KIDS FROM FLAME

As well as earning boost, landing tricks builds your Freek meter. When the meter's full, you can pull a special Freekout trick – usually a spectacular bike-twirling flip – triggering a Matrix-style blur effect. Original, eh? On the plus side, if you land it, you'll enter a high-speed *Burnout*-style mode, flames licking the bike as you speed past your rivals. The Freekout mode is finite, so you need to keep landing tricks to stay in the 'zone'. Sadly, however long you can keep the Freekout going, your rivals always seem to catch up.

LICKIN' BLUE: Land a Freekout trick and the screen wobbles to reflect your flaming high speed.



SPACE RACE: There're six race circuits, with increasingly wild jumps and twisty bends, culminating in this NASA test track.

CHICKEN FRIED DICE: To stop the Freekout meter timing out, you need to keep performing death-defying leaps.

SPIN LIZZY: Tap all four shoulder buttons to access a Freekout, and the screen spins 360°.

are breathtaking. But they're only a brief respite from the monotonous ardour of racing. It's all so familiar, so calculated, so *cynical*. Bikes plus trendy nu-metal soundtrack plus *SSX* equals sales. Worse yet, the game shamefully trumpets its lack of originality. "Tricks equal boost, boost equals speed... you know the deal", roars the dude-speak commentator. Sadly, recognising your failings doesn't make them right.

"BIKES PLUS TRENDY NU-METAL SOUNDTRACK PLUS SSX EQUALS SALES"

The level design's patchy, with obvious shortcuts, and you're constrained by the placement of the ramps. The game just shouts 'jump here' and 'whoop over there'. There's no sensation of being in a race and the characters are largely faceless – obscured by the game's high-speed nature and the sheer scale of the bikes. In short, *Freekstyle*'s contribution to the extreme sports pantheon mirrors Fred Durst's to lyrical subtlety – shouting loud and saying nothing.

If you like *SSX*, you won't like *Freekstyle* – don't be fooled by superficially-appealing first impressions. If you're new to PS2, love bikes and have never played *SSX*, the experience is mildly edifying, but no more so than a Big Mac meal. Extreme sports connoisseurs will need to look elsewhere for gourmet thrills. **PSM2**

Get freeky from July 26th.

IMPACT POINT

Roaring past the pack [illegible] slamming aerial hoop [illegible] and boost through [illegible] up with inches to spare, shattering glass [illegible] your opponents' rivals. Landing in a shower of fireworks, you are indeed 'the man'.

DURST'S CHOICE

1 **SSX TRICKY**
Tricky defines the PS2 experience. A ripping harmony of incendiary effects and rewarding gameplay.

2 **SPLASHDOWN**
Water-based *SSX* imitator with addictively balanced racing structure.

3 **FREEKSTYLE**
A competent, if uninspired, application of the EA Big formula.

PSM2 VERDICT

GAMEPLAY
+ Instant, unfussy and occasionally exciting.
- Lacks depth, too repetitive and flawed AI.

GRAPHICS
+ Solid and ultra-fast. Good effects.
- Uninspired design. Weak textures.

SOUND
+ Throaty engine noises and spot details.
- Dire soundtrack. Awful commentary.

LIFESPAN
+ Lots to unlock, challenging.
- Shallow dynamics, needlessly frustrating.

OVERALL
A calculated nu-metal pastiche of *SSX*, with flawed racing dynamics. Despite being perfectly playable, EA's racer lacks originality, depth and soul.

59

FREAKISH

MAGNUSIFENT
Magnus the, er, skeleton-viking gives the simply named 21 a bit of discipline.

OUT UK NOW

BARBARIAN

It's a new kind of beat-em-up! Well, that's what it says on the tin

REVIEWER: Tim Weaver

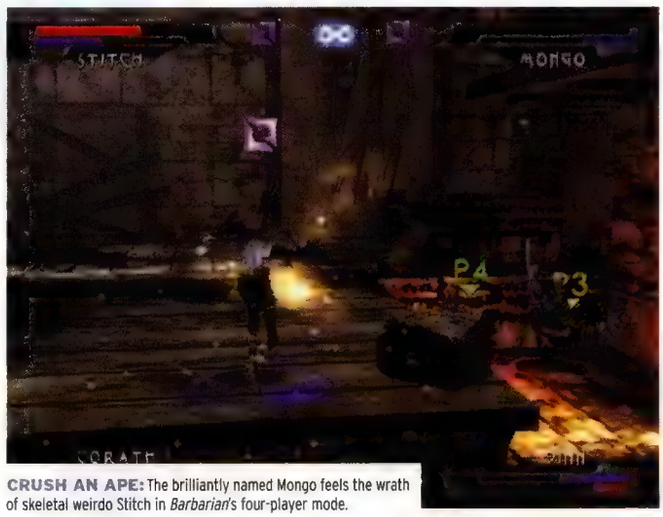
When all other avenues have been exhausted, the only thing that remains is to nail a storyline to the mast and hope people buy it for the fact that you've generously fleshed out the background behind a talking baboon. Harsh? Maybe, but *Barbarian* enters a genre as tightly packed as any and its key feature – its gimmick, if you like – is that it's got about 300 possible story outcomes.

You might recall *Mortal Kombat* dreaming up shite back stories ten years ago, but *MK* also had another, more appealing trick: you could remove people's spines. *Barbarian* offers a second feature – a pseudo-RPG function – but the problems aren't necessarily with its additions, more with the basics. Such as moves. And subtlety.

The story is probably *Barbarian*'s most important aspect. Each fighter has a different plot attached to them and, as the game unfolds, you can determine where it goes and what happens. You go into a fight, you win, the story goes left; you go into a fight, you lose, the story goes right – it's pretty simple stuff, and largely unfulfilling, though the game does present you with some extra tasks in order to realign the story the way you want it to go, or take it in a new direction. For example, you might be required to win a fight while poisoned, or destroy certain objects during the course of a round.

It's an interesting idea, but the problem is you don't really give a rat's ass about any of the fighters, least of all what happens to them. To make matters worse, the stories attached to them come across like the inane ramblings of a rubbish fantasy writer.

RPG-wise, *Barbarian* is more fun, allowing you to improve key areas of your character, such as strength, speed and magic. The more improvement you make, the lengthier the moves



CRUSH AN APE: The brilliantly named Mongo feels the wrath of skeletal weirdo Stitch in *Barbarian*'s four-player mode.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Saffire
- **PUBLISHER** Titus
- **GAME TYPE** Beat-em-up
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, DualShock2, MultiTap2, Memory card

DETAILS

- Ten playable characters, including the brilliantly named Mongo the Baboon.
- Quest mode marries traditional beat-em-up with RPG stylings.
- 300 possible quest outcomes. Apparently.
- Four-player scraps, plus option to select 'bots'.

INSIGHT

This might bear the same name as classic Commodore 64 head-lopper *Barbarian*, but has little else to do with it. No Maria Whittaker either.

IMPACT POINT

For all the weight placed on the character-building Quest mode, there's a distinct lack of subtlety in terms of moves. Combos are a rarity, specials are too easy and the standard punch is king.

FIRESTARTER: Corath's easy-to-operate fire move is your guarantee of success. Just push R1 and rejoice as it does for foes.

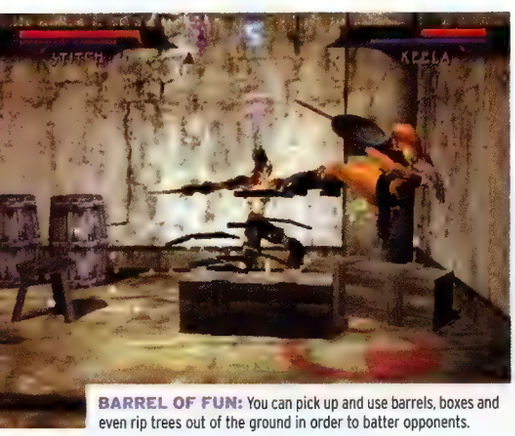
list becomes, the more you can do during fights. This, in turn, has an effect on where the story goes. Again, it's simple, but it works – the only downside is that you *really* have to stick at the game to see things pay off in this area.

If you're familiar with *Xena: Warrior Princess* on the N64 – Saffire's test run in terms of a four-player scrapper – then you'll be right at home with the game's multi-player mode. Up to four combatants can take to any of the sweetly designed stages in one of four colour-coded teams. If you fancy getting together, though, you can also employ the services of four 'bots', computer-controlled characters that'll give you a run for your money. There's no real tactics involved here, but the result's entertaining, especially as you can pick up bits of scenery such as trees, slabs and boxes. As your strength stats improve, you can start to retrieve much more from the area around you, eventually hoisting opponents onto your shoulders and chucking them.

As the first four-player PS2 beat-em-up, this works very well, a stationary camera keeping the action manageable, though occasionally distant, while the massive stages mean you're never more restricted in your movement than by what other players are doing. In this respect, it's best to try and work in tandem so that you can move in a group, making use of the platforms and play area.

The chief problem, though, isn't in any of its 'innovations', but in the fact that *Barbarian* really isn't *that* good a beat-em-up. It's awkward and unsatisfying and many of its moves, even the ones you earn as you progress through the game, end up seeming the same. The balance between the default moves – standard punches and kicks – and the specials – combos and extras – just doesn't feel *right*, meaning a simple punch is almost always as good, and effective, as a tricky-to-deliver flashy projectile. And, when all's said and done, this *is* a beat-em-up, even if decked out in flashy new clobber. **PSM2**

Fancy getting stuck into Mongo and co? Barbarians available right now.



BARREL OF FUN: You can pick up and use barrels, boxes and even rip trees out of the ground in order to batter opponents.

TROUBLE AND KNIFE: Stitch's blade set might look scary but, in practice, default weaponry has little impact during fights.

FOUR MEANS MORE

Barbarian's four-player mode is surprisingly good, reminiscent of (whisper it) Nintendo fighter *Smash Bros*. But it brings a few tricks of its own to the party: multiple levels allow you to smash opponents from a great height to a great depth, while intelligent bots spice things up by allowing you to team up with a mate. Using bots in Multi-player mode is a good grounding for the game's RPG mode which, at certain points, sets you the task of defeating a series of bots while in teams – the result is that you take the story in a different direction.

PARK STRIFE: It's dank, it's dark – and now you've got to ward off the attentions of three other fighters. Tough assignment.

SPELLS DANGER: [illegible] across through the story, your [illegible] are won and lost.

ARNIE'S CHOICE

1 **TEKKEN TAG**
Nowhere near the amount of bolt-on additions, a sublime fight all the same.

2 **VIRTUA FIGHTER 4**
Sega's awesome arcade conversion beats *Barbarian*'s fighting option to a bloody pulp.

3 **BARBARIAN**
Offers a different experience to regular fighters, but not enough attention to the bits that matter.

PSM2 VERDICT

GAMEPLAY
+ Ambitious and unusual support features.
- A basic main game that ultimately falls short.

GRAPHICS
+ Intricately modelled characters, smart animation.
- Shame the camera spends so much time so far away.

SOUND
+ A decent score, different for each character.
- A dumb-sounding voiceover from some RSC hack.

LIFESPAN
+ No finite scores for any of the RPG categories.
- 300 story endings. Yawn.

OVERALL
Some great ideas, some bad ideas, all circling a core that's fun but crushingly basic. It certainly looks the part, but it's no *Tekken*.

66

GROANAN

OUT UK JULY

INFO

- **CODE TESTED** UK PAL
- **DEVELOPER** Cunning Developments
- **PUBLISHER** Empire
- **GAME TYPE** Light-gun game
- **PRICE** £39.99
- **ESSENTIALS** Lightgun (G-Con 2 or G-Con 45) Memory Card

DETAILS

- Twenty different locations, including a couple of German forests and the Swiss Alps.
- Double gun mode.

ENDGAME

PS2 lightgun gaming has evolved. Shame *Endgame* didn't take the hint.

REVIEWER: Joel Snape

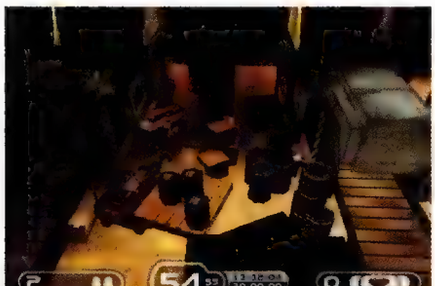
The rules of lightgun games according to *Time Crisis, Virtua Cop, et al*: 1) All enemies must be useless at aiming. So bad that a cyclops, shooting in a dark room with a blindfold on, could do better. You, however, are as good as Dirty Harry. 2) Even if you've been blasted to pieces with a gatling gun to within one notch on your enemy bar, you must still be standing upright and, when appearing in subsequent cut-scenes, look as fit as a fiddle. 3) You must have a never-ending supply of ammunition despite your lack of a rucksack or even a pocket to hold it in.

If Namco invented these rules, then Cunning Developments have copied them down to a tee in *Endgame*. This would be forgivable had they created something approaching the quality of the *Time Crisis* series or even delivered on its claims of "revolutionising the lightgun game". Which apparently means making the hero a girl (Jade) and tacking on an overblown story involving virtual reality, terrorists and, *yawn*, world domination. But... they've missed the point.

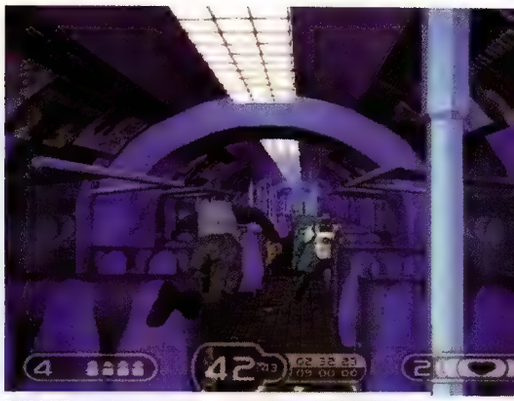
The whole point of a lightgun game is to provide light relief from story-heavy gameplay and deliver a quick fix of high adrenaline trigger stroking. Right? You could base one around the plot of War and Peace but it's never going to hide the fact that it's all about shooting. There's plenty of gunplay to be had in *Endgame*, but it feels tired and unchallenging. It's just duck, reload, shoot, duck, reload, shoot. Magically hover to next area of cover. Duck, reload... Although the locations change frequently, the gameplay never alters or introduces anything original.

One thing *Endgame does* do well (in places) is provide completely destructible background objects that shatter, fall over or kick out clouds of dust when hit. Even then, this isn't consistent in every scene, with some things easily wasted and others resolutely solid. It's as if the designers spent more time on some levels than others.

Then there's the story. Does it make a difference? No. Mainly because the cut-scenes are poorly conceived. They seem to finish prematurely, freeze awkwardly, and treat you to a 20 second loading screen. In other places the game allows play to continue after Jade's been shot – we're sure this will be fixed before release.



BARREL SMILIE: Cleverly, the bad guys paint all their explosive barrels yellow, and leave the rest a rather drab grey.



BULLET: Ah, the old tube-train pop-up shootout. Originality isn't *Endgame*'s strong point.

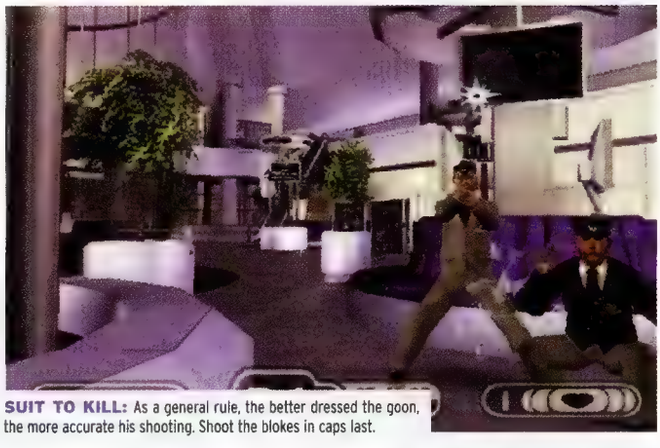
It's possible that *Endgame*'s failings have a lot to do with another game – *Mighty Joe Jupiter*. Introduced to the player in the opening cinematic as Jade's favourite game, this appears as a playable mini-game and is supposedly a 'joke' courtesy of Cunning Developments.

It's not funny – just really embarrassing. Everything about its pisstake on '50s sci-fi B-movies is hackneyed and desperate; "Ooh, look, the aliens are green and have big heads. And Mighty Joe Jupiter is a bit like Dan Dare!" A total waste of time, really – we'd rather the team spent the spare hours ensuring *Endgame* offered enough intriguing new features and refreshing gameplay twists to lift the main event.

There's one more lightgun game rule that we haven't mentioned yet. 4) It has to make you want to play it again. Aah. Looks like *Endgame* managed to miss the most important one, then. **PSM2** *Endgame is out in July. If you're that bothered.*

INSIGHT

- There's a cut-scene in the first level of of *Endgame* that appears to have been captured straight from the 1998 Tom Tykwer film Run Lola Run. You'll find it just after Jade leaves her house in the first scene as she runs to the tube station. Weird indeed.



SUIT TO KILL: As a general rule, the better dressed the goon, the more accurate his shooting. Shoot the blokes in caps last.

THE NRA'S CHOICE

1. **TIME CRISIS 2** The original and best. Slick graphics, minimal plot, high action. Just what the gun doctor ordered.
2. **VAMPIRE NIGHT** Probably slightly too easy, but the goth charms of *Vampire Night* almost make up for the lack of a PS2 *House of the Dead*
3. **ENDGAME** The blank fires. Makes a lot of noise but ultimately fails to deliver the goods.

PSM2 VERDICT

GAMEPLAY
+ The lightgun works. Ish.
- Overly familiar and uninspiring.

GRAPHICS
+ Impressive destructible environments.
- Not as good as *Time Crisis 2*.

SOUND
+ Movie-style soundtrack.
- *Mighty Joe Jupiter's* voice-over.

LIFESPAN
+ It'll take you a few hours to crack.
- *Joe Jupiter* does not add replay value.

OVERALL
If *Endgame* had taken itself less seriously it might be forgivable. As it stands, it does nothing new or exciting for your G-Con.

49

FIRING BLANKS

THE FRONT LINE JUST GOT CLOSER TO HOME

- Unleash multiple hi-tech and deadly weapons, including Sniper Cannon, Swarm Missiles, EMP Weapon, Rail Gun and Laser Guided Homing Missiles.
- Experience an amazing variety of lush environments, including Swiss Alps, Arizona Desert, Amazon Jungle and Arctic Circle.
- Evade enemies with thermal vision and by running silent in stealth mode, or use turbo and VFF upgrades to transform your helicopter and move at blinding jet speed.

FIRE BLADE™

PlayStation.2

fireblade.midway.com

MIDWAY

Fireblade © 2002 Midway Home Entertainment Inc. All Rights Reserved. MIDWAY and the Midway logo are registered trademarks of Midway Amusement Games, LLC. Used by permission. Fireblade is a trademark of Midway Home Entertainment Inc. Midway claims no copyright to the US Government footage of helicopters.

"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

OUT UK NOW

CIRCUS MAXIMUS: CHARIOT WARS

A blast from the past that gives us a sense of gladatorial glory, or more a case of fiddling while Rome burns?

REVIEWER: Richard Owen

Cruelty aside, if chariot racing was still around today it could play a massive part in solving some of mankind's most serious problems. A pollution-free sport with a massive body count to keep our swelling population under control? Sounds great – the green lobby would be very impressed.

Sadly in a world obsessed with technology and machines, an old war horse of a sport like chariot racing doesn't stand a chance up against the fumes, fuel and excitement of the likes of formula one. Here on our consoles however – thanks to Encore and THQ – there now exists a place where the air is free from carbon monoxide, a land unsullied by Tarmac, where men can chop chunks out of other men that will be forever Rome. Welcome, gentle reader, to *Chariot Wars*...

At first, the concept of a chariot racing sim sounds fairly ludicrous. But think about it – a game that combines the thrills of high-speed

FACE FURROW: Take corners too fast and your team will end up chewing on Roman soil. You don't have a differential on a chariot, you know.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Encore
- **PUBLISHER** THQ
- **GAME TYPE** Racing
- **PRICE** £39.99
- **EXTRAS** 1-4 Players, DualShock 2, Memory Card

DETAILS

- Over 100 driver, warrior, horse and chariot combinations to choose from.
- Nineteen different riding arenas set over seven individual environments.
- Four main modes of play: Arcade, Multi-player, Career and Training.

CIRCUS MAXIMUS: CHARIOT WARS

"AN ORGY"

IMPACT POINT

Maximus' finest hour is deciding which combo of cart, horse, brute and driver you're going to put together. It's hardly the stuff of decadent Rome.

MIRROR, SIGNAL, HURUGAR! The African tribesman performs some of the most fearsome attacks in the game. Best keep out of his way.

REAR VIEW QUIVER

Pushing ↓ on the D-pad gives you a view of any rivals cheeky enough to come up on your tail.

racing with the pure pleasure of carving people into meaty chunks – it's amazing that no-one's come up with it before. *Mortal Kombat* meets *GT3*? Or *Onimusha* blended with *Colin McRae*? The possibilities are positively drool-inducing.

To the racing, then. Not only do you have to control your chariot rider and command two horses, you also keep other teams at bay by means of the blade-wielding meathead at the back. The chariot responds to orders from both analogue sticks, pushing ⊗ controls the crack of the whip (and so your speed), while the D-pad instructs your back-seat warrior in his four attacks.

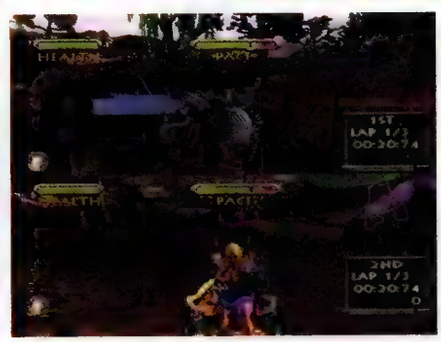
In addition to a block and three blood-letting lunges, the more aggressive member of your two-man team also sports a finishing move. Once you've battered one of your rivals to within an inch of his life, this charged-up move will finish them off for maximum merit. In addition to keeping an eye peeled for attacks from your rivals, not-so-innocent bystanders set traps to snare unwitting charioteers. Trees fall, rocks roll and carts get wheeled out in front of you. You can exact revenge by mowing these pedestrians down as you go.

Reward in *Circus Maximus* comes in the form of Dinaris (Roman lucre). You'll need funds to not only progress through the game's Tournament mode, but also to unlock new chariots, steeds and personnel. Your main source of income is racing success, however slicing up opponents and mowing down race saboteurs also adds much-needed beans to your coffers. Chariot racing purists will be alarmed to hear that power-ups are rife in *Circus Maximus*. Charge through one of these pick-me-ups to up your health, speed, attack, defence or power.

What could've been an orgy of blood-letting turns out to have more in common with the dullest excesses of Roman highway design than a wild night in one of Caligula's private functions. The first disappointment is that the decadent Roman spectacle of masses of chariot teams battling it out has been reduced to a miserly four. The next facet to be fed to the lions is the game's dull, repetitive combat. Hacking your opponents using the same raking moves over and over begins to wear thin after the first couple of races, and the finishing move takes so long to spool out that it's virtually useless. Controlling your chariot is equally dull as your steed pull it along at some truly trundlesome speeds.

Did this gimmicky racer begin life as a chariot sim, or was it just a bog-standard kart racer looking for an angle? Whatever, hurtling round in a horse-and-cart gets a big thumbs down. PSM2

Circus Maximus *is already doing the rounds.*



DIVIDED WE FALL: The split-screen multi-player races do little to up the pedestrian excitement levels. You'd be better off getting out and walking...

TRAINING DAY: In addition to showing you the ropes, Training mode features a selection of additional challenges to cut your teeth on.

"COMBINES THE THRILLS OF HIGH-SPEED RACING WITH THE PURE PLEASURE OF CARVING PEOPLE INTO MEATY CHUNKS"

INSIGHT

If you fancy trying chariot racing for real, don't miss the Wyoming's Sweetwater Invitational. The event features 20 teams racing simultaneously, but sadly chopping up your rivals is no longer allowed.

ROMAN REPLAY: Watch your finest crashes, *Burnout*-style, with the automatic replay-cam. They didn't have those in Roman times, did they?

SPARTACUS' CHOICE

1. **SPACE RACE** In a PS2 world definitely lacking in the kart-racing department, this is the best of a bad bunch.
2. **CIRCUS MAXIMUS** Gimmicky racer with a novelty value that wears paper thin.
3. **SUPER BOMBAD RACING** Shocking track design and half-arsed production values consign this one to the junkyard.

PSM2 VERDICT

GAMEPLAY
+ Lets you race *and* mash up your adversaries at the same time.
– A mediocre kart racer dressed up in a gladiatorial cape.

GRAPHICS
+ Fairly solid, well animated and varied throughout.
– Plenty of slice-and-dice action, but where's the freakin' blood?

SOUND
+ Combatants scream and chariots rumble convincingly.
– Minimal music that's barely audible over the noise of your cart.

LIFESPAN
+ Plenty to get stuck into with a fair few unlockables as a reward.
– Dull, one-dimensional, and boring, you won't stick at this one.

OVERALL
Some very repetitive combat, plus a chariot that steers like the QE2, means razzing round in this novelty racer wears thin pretty quick.

55

LAME

FIRE STRAIGHTS: Nabbing power-ups endows your team with extra health, power or a flaming wheel-powered turbo boost.

There's a new breed of rowdy, argumentative tennis players on the international circuit. You and your mates.
Choose from 8 of the world's top players for singles or even doubles if you pick up a multi-tap.
No clothing policy, no court fees, and you can't even get rained off.

SMASH COURT TENNIS PRO TOURNAMENT

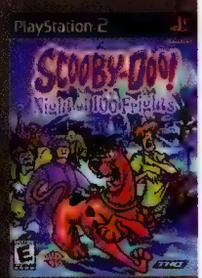
namco

uk.playstation.com

PlayStation 2
THE THIRD PLACE

"2" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. "The Third Place" is a trademark of Sony Computer Entertainment Europe. SMASHCOURT TENNIS™ PRO TOURNAMENT ©2001 NAMCO LTD., ALL RIGHTS RESERVED.

INFO
- CODE TESTED
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE
- ESSENTIALS



DETAILS
- Scooby-Doo! cast worlds based on the Scooby-Doo cartoon
- 20 monsters from the Scooby-Doo universe
- Power-ups reveal secrets and features
- Scooby Snacks

OUT UK NOW

SCARE SWITCH PROJECT: Fighting bosses relies on the ol' lure-em-onto-the-traps ruse. Hope Velma appreciates your efforts.

ARMOUR CHAMELEON: For the house, you need to switch the lampshade/slippers combo for the black Knight's Costume.

SCOOBY-DOO: NIGHT OF 100 FRIGHTS

Eating big sarnies and running away – who wouldn't want to be Scooby?

REVIEWER: Joel Snape

Christ! It was kindly old uncle Wilberforce all along. Predictable? Maybe – but only as predictable as a boshed-out platformer bursting out of the cupboard to coincide with the live-action film. But – hang on a minute – it's actually not too bad. Mystery, eh?

It's possible, of course, that our faculties have been marred by fond memories of Shaggy dressing up as a barber and Scoob falling into Fred's monster trap. As with *Simpsons Road Rage*, there's plenty of fanboy-pleasing attention to detail on offer here, and we'd be lying through our teeth if we said it hasn't contributed a few percent to the score below.

Almost every 'ghost' from the first series turns up with perfect angry/confused emotional range ("Jeepers – it's the cloaked cavalier!" – etc.), Scooby's running noise is spot on, and even those colossal sandwiches with an olive on the top make an appearance as energy-replenishment. Most surprisingly though, under all the rubber suits and hologram projectors there's actually a pretty solid game.

It's well-structured – Scooby Snacks open certain areas, power-ups make others accessible and semi-hidden warp gates minimise tedious backtracking.

It's got moments of genius – Scooby 'disguising' himself in a lampshade and slippers, throwing Shaggy at airborne switches, and donning his football helmet to charge monsters all stand out.

Most importantly, it's *fun* – for a few hours. The platform action's tightly put together, with plenty of variety, new powers continually spicing things up and 'fright' moments well handled.

Problem is, the game isn't *really* 3D – most stages involve lots of *Klonoa*-style path-following linearity with the odd open area. The camera's essentially locked to a 2D track, only swivelling around for the corners and, with no Free Look mode, leaps of faith are scarce but exasperating.

Worse, Scooby Snacks and chandeliers exist in a sort of aerial limbo that's infuriatingly difficult to judge. It isn't something you'll notice at first – either because the game's so easy or because you're too busy laughing at Scooby – but it grates more as the game progresses.

This is what it comes down to, then. There're other, *technically* far superior platformers than this already on the shelves – *Jak and Daxter* being the most obvious. But style counts for a lot, and seeing Shaggy getting chased by bats is infinitely more entertaining than, say, watching Globox and Rayman play football – and even Fred's a bit more entertaining than Naughty Dog's gobby rodent.

Ultimately, *Night of 100 Frights* is well worth a look if you're a hardened Scooby fan – no franchise-ruining bloody nephew in sight, either – and passable platform fodder for everyone else. **PSM2**

The Mystery Machine's trundling into the shops about now.

INSIGHT

- Shaggy's voice has been provided by Casey Kasem – who did the original cartoon, as well as America's Top Ten.
- Apparently, a scene featuring Daphne and Velma kissing's been deleted from the upcoming film.

COWARD'S WAY: Occasionally, Shaggy appears to give you a leg up in awkward areas and spout hilarious catch-phrases.

VELMA'S CHOICE

1 SCOOBY-DOO
"Jinkies!" "My glasses!" "Rood roo, Raggy!" "If it wasn't for you meddling kids..."

2 SIMPSONS ROAD RAGE
"D'oh!" "Woo-hoo!" "Mmm... donuts" – and all that jazz.

3 BATMAN VENGEANCE
Um... what does Batman actually say? Anyway, the game's rubbish.

PSM2 VERDICT

GAMEPLAY
+ Decent platforming, livened up with retro cartoon appeal.
– Nothing you haven't seen before. Except the stealth bits.

GRAPHICS
+ Flawlessly recreated animations all round.
– Stupid, limited camera angles.

SOUND
+ Perfectly replicates the show – right down to canned laughter.
– After a dozen times "Roiks!" loses all meaning.

LIFESPAN
+ Ooh, about 12 hours. And monster tokens to find.
– Although the rewards for actually bothering are rubbish.

OVERALL
By-the-numbers platforming competently designed – and made palatable by the inclusion of a few Scooby Snacks. Zoinks!

64

CLUED UP

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Polyphony Digital
- **PUBLISHER** SCEE
- **GAME TYPE** Racing
- **PRICE** £24.99
- **ESSENTIALS** Two-player (1-6 with iLink), Dual Shock 2, Memory Card, GT Force Feedback wheel, iLink

DETAILS
- Special edition of the greatest-ever racing series featuring concept cars from the Tokyo and Geneva motor shows.
- 93 cars included, which feature new designs, new manufacturers and a few old favourites too.
- Five tracks, plus their reversed forms.

OUT UK SEPTEMBER

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA

Half the gameplay of *GT3* and five quid dearer. Something for the *GT* fan that has everything, perhaps?

REVIEWER: Ryan Butt

When we took an in-depth look at a Japanese copy of *GT Concept* back in issue 19, the PAL version of *GT3* had only been released a few months prior and we were still trying to win the Polyphony Racing Car. Now that the dust on the track has settled and we've locked up our hard-earned virtual garage full of fantasy motors, the craving for more erupts in spasms from the gaping chasm of our still-hungry bellies. Oh yes. Impeccable timing, then, that Sony Europe has seen fit to get this spin-off title on the shelves now to curb that cold turkey.

Basically, *GT Concept* is a dumbed down little brother to *GT3* that strips out most of the in-depth, behind the scenes stuff (namely the Gran Turismo mode) and instead presents a much more straightforward arcade experience that will work well to ease newcomers to the series into the engine-humming world of console's greatest racing series.

The game was originally launched to tie in with the 2001 Tokyo motorshow in which attendees could sample some of the world's leading car manufacturers' conceptual designs without risking a serious prang to the real-life one-offs. You unlock these far-out concept cars by taking licence tests and placing first in a series of races (on varying difficulty levels). Once

CHASE SANDWICH: During the course, you can opt to follow a pace car to learn the respective track's racing lines and break points.

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA

"QUITE A POOR RETURN FOR YOUR WAD..."

PAINT LIFE GREAT? For most of the cars you can choose the paint, but those concepts come in one garish colour only.

RING YOU BACK

It's a major let down that only five tracks have been included in *GT Concept*, four of which are taken from *GT3* – Mid-Field Raceway, Swiss Alps, Tokyo R246 and Tahiti Maze. However, at least you can sample a next-gen realisation of one of the forgotten tracks from *GT2* on the PSone in Autumn Ring.

The power of PS2 has given this circuit a stunning face-lift and you can now see the leaves on the track swirl and flutter as you tear past at formidable speeds.

RINGS OF A DOVE: Fans of old will instantly recognise this track...

RING AND A PRAYER: Getting re-accustomed to that racing line takes a few laps, but it's as if it's never been away.

INSIGHT

The extra, hidden 'Ace' mode can be accessed by completing both the Normal and Professional modes and then holding down R1 and R2 on the difficulty select screen. This ought to separate the men from the munchkins, although there are sadly no new unlockables modes.

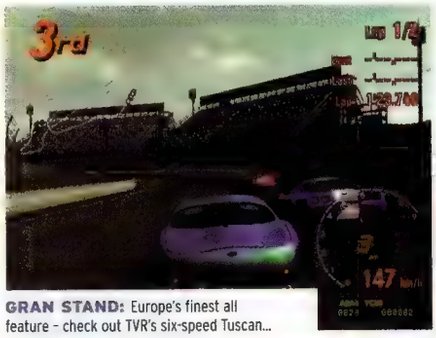
unlocked, you simply race them around, getting an insight into how these beasts could actually handle if they did ever make it to the production line – which, with the exception of the new VW Beetle, they seldom do. Unlike *GT3*, you have no real freedom to tweak and modify these cars much beyond the factory settings, which strips much of the essence out of the series. Also, you're restricted to racing on just five different circuits (although there *are* ten if you count their reversed forms) and you can't even adjust the weather or time of day, making the races quite dull and repetitive in the long-term.

"FIVE POUNDS DEARER THAN GT3, THIS WILL ONLY APPAL TO DIE-HARD FANS..."

For this PAL version, nothing has changed in the overall set-up since it was first released in Japan, although the amount of cars featured within has been bolstered with the inclusion of Pacific and European manufacturers and their respective new roadsters and conceptual models. This takes the tally from a piffling 61 to a monstrous 93, and a lot of the cars featured in the NTSC version have been replaced with new motors and several select favourites from *GT3*.

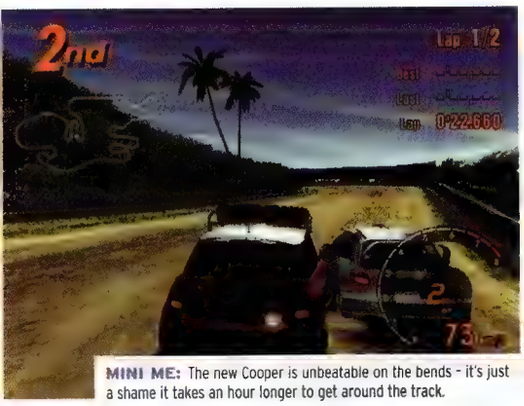
The fact that *GT3* is now five pounds cheaper than this game means that this will probably only appeal to die-hard fans – which almost defeats the object – and for them it offers precisely 03:30 hours of challenge. Of course, it could be argued that the long-term appeal stems from racing new cars that you'll never be able to buy no matter how loaded you are, but it's still quite a poor return for your wad. **PSM2**

GT Concept will be humming down the PS2 highway this September.



GRAN STAND: Europe's finest all feature – check out TVR's six-speed Tuscan...

BAT'S THE WAY: Some of the new cars come straight out of the comic bodies.



MINI ME: The new Cooper is unbeatable on the bends – it's just a shame it takes an hour longer to get around the track.

GENERAL COLLECTION: The only long-term appeal stems from trying out all 93 motors...

IMPACT POINT

Complete the various modes in *GT Concept* and you are rewarded with gifts – two movies, a novel Pod race and 10,000,000 credits for *GT3*.

THROATY!

We counted a total of 93 cars in the PAL version of *GT Concept*, that's a whopping 32 more than the Japanese NTSC copy we reviewed back in issue 19. Here are the best of the new breed...

Also included, more futuristic concept cars and a handful of favourites from previous *GT* games...

28	Audi RS4	39	Infiniti G35
29	Audi RS6	40	Mazda RX7 Spirit
30	Chevrolet C5R	41	Spyken C8
31	Chrysler Crossfire	42	Mazda 6 LM
32	VW Golf GTi	43	Nissan GTR Concept
33	VW Lupo GTi	44	Nissan 350Z
34	Renault Clio Sport	45	Nissan 350Z LM
35	Mercedes SL500	46	Nissan 350Z Razo
36	Lotus Elise Type 72	47	Nissan Xanavi Hiroto
37	Hyundai HCD6	48	Mitsubishi Tarmac
38	Mitsubishi Airtrek		

ADDICT'S CHOICE

1 **GT3 A-SPEC**
Still the greatest all-round racing package the PS2 has to offer – for only £20!

2 **GT CONCEPT**
Dumbed down to appeal to newcomers and features plenty of different cars to while away the hours.

3 **RIDGE RACER 5**
The ultimate in simple, arcade-style racing – and you'll never see these cars on the roads, either.

PSM2 VERDICT

GAMEPLAY
+ Easier to grasp than *GT3* and instantly rewarding.
- It plays more or less the same as its brother...

GRAPHICS
+ Slightly sharper than *GT3*, if that's possible.
- Yes, still no authentic car damage!

SOUND
+ The new cars sound fantastic.
- Unless our ears deceive us, there are no new tunes.

LIFESPAN
+ Testing every car to perfection will take an age.
- Hardened *GT3* players will unlock everything in four hours.

OVERALL
Ideal for the *GT* fan that has everything, but it's too short and the lack of testing tracks make it a short-lived stop-gap to *GT4*.

79

NO VA-VA-VROOM

THE UMPIRE STRIKES BACK: There's minor detail in the backgrounds, such as ball boys and cameramen.

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Infogrames
- **PUBLISHER** Infogrames
- **GAME TYPE** Tennis
- **PRICE** £39.99
- **ESSENTIALS** Memory Card, MultiTap, 1-4 players

DETAILS
- Arcade-style gameplay.
- Tennis mini-games, including Rockin' Ring Riot and Sun Sea and Serve.
- 16 licensed players.
- Many more playable fantasy players.

OUT UK JULY

SLAM TENNIS

We're almost certain we've been served this somewhere before, but not on PS2...

REVIEWER: Martin Kitts

Dreamcast owners, bless 'em, will have fond memories of Sega's excellent *Virtua Tennis*. In the current absence of a PS2 version, Infogrames new title has to be the next best thing.

Slam Tennis is *Virtua* in all but name, lifting a slick control system and wide range of wacky bonus games straight out of Sega's pocket. And that's no bad thing here, since it's done with considerable style and grace.

It doesn't pretend to be realistic, and consequently plays a more fluent game than *Next Generation Tennis*. Baseline rallies and fast net-play work equally well, it's extremely responsive, and it's a very good multi-player prospect that won't require your mates to spend hours brushing up on their skills. Once you've played a few games to get to grips with it, you only have to worry about shot placement and tactics.

The mini-games are decent too, despite being called things like 'Rockin' Ring Riot' and 'Sun Sea and Serve'. They're points-based challenges involving knocking the ball at assorted targets, such as balloons and rings. Enjoyable enough, but you'll probably spend most of your time with the competitive tennis modes.

As with most games of its type, the more players you have involved, the more fun *Slam Tennis* becomes. When it's done this professionally, tennis is an ideal sport for a four-player videogame – the entire playing area is visible at all times, and teamwork is essential in a heated MultiTap match. There are no computer players to mess things up/steal your glory.

The graphics are unspectacular but do the job well, with a few smart touches in the replays and small details such as scuff marks on the courts. The 16 licensed players, including Tim Henman, are recognisable, and the lack of official Grand Slam tournaments does the game no harm at all. A commendable effort. The two-week British season might be long gone, but *Slam Tennis* will last well into the winter months. **PSM2**

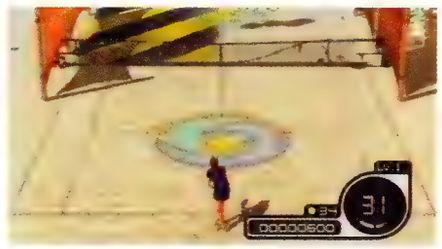
Slam Tennis should be out (or was that in?) right about now

NICE BUT TIM: Getting beaten by a mere slip of a lass means humiliation for the Henman.

INSIGHT

- The very first computer game, based on tennis, was made at Brookhaven National Laboratory, NY, in 1958.

RACKET OF THREE: Hitting these static targets at various heights makes them crumble for big points and much satisfaction.



TRAIN, MAN: Hit the beach ball targets by serving up ace after unreturnable ace in this training mini-game.

CLIFF'S CHOICE

1. **SMASH COURT TENNIS** Big name tennis in the PS2 evolution of the old PlayStation favourite.
2. **SLAM TENNIS** Pick-up-and-play arcade tennis with a quality selection of mini-games.
3. **NEXT GENERATION TENNIS** Decent career mode but sluggish handling and frustrating difficulty level.

PSM2 VERDICT

GAMEPLAY
+ Fast, responsive and easy to pick up.
- Mostly borrowed from *Virtua Tennis*.

GRAPHICS
+ Sharp and detailed hi-res courts.
- Can look a bit plasticky.

SOUND
+ Thwack! Thwock! (grunt), etc.
- No "Oh I say" commentary.

LIFESPAN
+ Well worth investing in a MultiTap.
- The one-player modes won't last forever.

OVERALL
A smart arcade-style tennis game that compares pretty well with that old Sega favourite, *Virtua Tennis*.

77

SMASHING

PRINCESS PLAYER: Virginia Wade lookalike chins the ball into an empty court after chimplike play from the girl in black.

OUT UK JULY

NEXT GENERATION TENNIS

Tennis is coming home – wherever that might be – with a hardcore racquet sim. **REVIEWER:** Martin Kitts

Tennis. In this country it's nobody's cup of tea until Wimbledon comes around, at which point middle-aged men dig out their wooden racquets and give themselves hernias taking lessons from the local semi-pro.

So you'd have to question just how big a market there could be for a game like *Next Generation Tennis*, which claims to be a 'stunningly realistic' simulation of the sport. What that amounts to in practice is a huge lag between pressing a button and seeing your on-screen player make a shot. You see, in real life tennis players actually have to draw back their racquets to wind up a swing at the ball, which means any proper simulation can't possibly include that old videogame conceit; instant responsiveness.

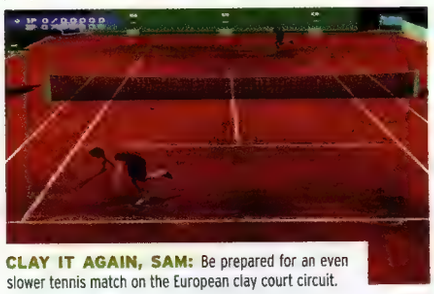
The slowness really cripples *Next Generation Tennis*. The people who play it aren't going to be tennis pros. All its painstakingly devised physics and motion-capture mean nothing when you're forced to react half a second ahead of the game to avoid connecting only with thin, digital air.

It's a shame because frustration at the game's lack of immediacy quickly overshadows the many things it does right. The players are well animated, and the ball movement seems suitably authentic. Being a French game, clay courts are considered the 'normal' standard, although that's hardly a major concern given that few Brits have seen a clay court, let alone played on one.

With two licensed Grand Slam tournaments (the US Open and, naturally, Roland Garros), there's authenticity in some of the settings too. The players are a lacklustre bunch though – only ten of them, with Tim Henman and Gustavo Kuerten the most famous among the men, and absolutely no star names among the women. To be fair, one of the women did triumph at the Klagenfurt tournament a couple of years ago. An extensive career mode is included though, allowing you to take a rookie player all the way to the big time. Playing practice matches increases your player's attributes until they're ready to face the might of Tommy Robredo and Nicolas Kiefer.

There's also something called Race mode, which is a tennis equivalent of the Survival modes you find in beat-em-ups. Apart from that it's straight tennis all the way, for up to four like-minded competitors. This month's rival title, *Slam Tennis*, is a better bet if you're after something fast and fun, rather than just realistic. **PSM2**

Next Gen *hits stores in July.*



CLAY IT AGAIN, SAM: Be prepared for an even slower tennis match on the European clay court circuit.

INFO

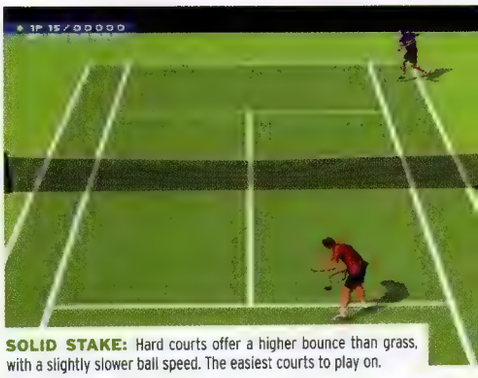
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Carapace
- **PUBLISHER** Wanadoo
- **GAME TYPE** Tennis
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, DualShock 2, Memory Card.

DETAILS

- 10 officially licensed 'real' players.
- Hidden sand and ice courts.
- 500 motion-captured animations.
- Two licensed tournaments.

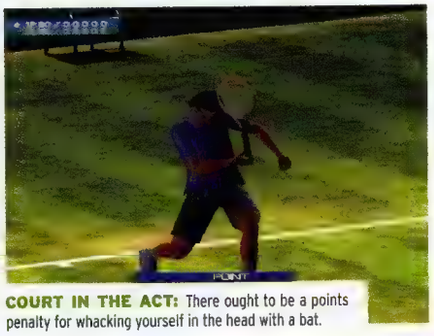
INSIGHT

Tennis originated in 12th century France as an indoor game called 'jes de paume', played with the hand. The balls used were solid enough to cause fatal injuries.



SOLID STAKE: Hard courts offer a higher bounce than grass, with a slightly slower ball speed. The easiest courts to play on.

INTO NET: Very few tennis games are any good at coping with net play, and *Next Generation* is no exception.



COURT IN THE ACT: There ought to be a points penalty for whacking yourself in the head with a bat.

HENMAN'S CHOICE

1 **SMASH COURT TENNIS**
Jim Courier in this halfway house between sim and action.

2 **SLAM TENNIS**
Arcade serving and volleying in the PS2 equivalent of Sega's *Virtua Tennis*.

3 **NEXT GENERATION TENNIS**
Hardly the greatest tennis game ever seen, and something you'll have to work hard at.

PSM2 VERDICT

GAMEPLAY
+ A realistic physics engine.
- Physics engines are as dull as they sound.

GRAPHICS
+ Good, reasonably smooth animation.
- Chunky, low-polygon player models, ugly presentation.

SOUND
+ Crowd noise and loud thwocking sounds.
- Unremarkable music and grunting

LIFESPAN
+ Career mode and player development option.
- Too uninspiring to hold the attention.

OVERALL
It gets better if you're prepared to stick at it, but there are better tennis games around at the moment.

61

DOUBLE FAULT

INFO

- **CODE TESTED** NTSC (JAP)
- **DEVELOPER** Irem
- **PUBLISHER** Irem
- **GAME TYPE** Shoot-em-up
- **PRICE** ¥5,800
- **ESSENTIALS** 1 player, Dual Shock 2, Memory Card

DETAILS

- Six environments to explore above and below water.
- Twelve basic attacks with seven special weapons to collect in exchange for discovered treasure.
- Visual tutorial that vaults the language barrier with ease.
- Four difficulty settings.

OUT UK TBC

UNDERWATER UNIT

Up periscope, level the diving planes... We're getting on down as 20,000 Leagues Under the Sea broadsides *R-Type* in this soggy blaster from Japan.

Subs. Silent killers. Forget gentlemanly conduct or any notion of chivalry, these secret squirrels were invented to clear shipping lanes and launch trident missiles from your fish pond. They're nasty, underhand and massively destructive, which makes them ideal material for an underwater-based blaster. And that, fans of the woollen rollneck, is good news.

Up to now we've been impovershed in the sub-aqua department thanks to the drippy Everblue and sodden Ecco, but now we can shelve piddly gameplay and unstructured exploration in favour of multiple warheads and spasmodic palpitations of the fire button. As with the other two bottom feeders we've already mentioned, there are some elements of treasure hunting to vary the action, but here it's just an opportunity to marginally increase replay value while fattening your bank balance – money that can be well spent on better weapons to blow stuff out of the water and sky with.

Yes, we said sky. You see your vessel – the UBS 1218R Kuronosu – comes with enough technology to allow you to fight both above and below the waves. Approach the surface by pressing L1 and an added tap of ✕ pops you out of the water giving you a chance to take on helicopters and destroyers in the fresh, salty air. It's a smart addition to what might have otherwise been a brainless shooter, and it doubles the interest of the game's six cavernous locations and 21 missions. It also bumps up the range of tactics you can employ. Our favourite

INSIGHT

- Bollywood hero Naseeruddin Shah is set to play Captain Nemo in the forth-coming adaptation of Alan Moore's comic League of Extraordinary Gentlemen. Eminent predecessors include James Mason (20,000 Leagues Under the Sea) and, our personal favourite, Omar Sharif from the '70s TV series The Mysterious Island of Captain Nemo.

WATER FORCE Dodge these turrets and you could be given the opportunity to create a new home for total

IMPACT POINT

The Kuronosu's sonar is one of the best features in your armoury. Tap ⊗ and the sea-bed momentarily turns into a wireframe full of hidden info.

CLAM THE TORPEDOES: The object of this mission is to rescue then escort a friendly Akiresu sub to safety.

strategy is to clear the decks below, nip up, pop off a few missiles and bob back under before things get too frenetic. The downside is that – even with the added attractions of open air combat, weapon set-up screens, treasure hunts and boss battles – it feels as though it's just another limited take on oceanic combat.

The enemy AI's not diamond bright, relying on numbers rather than smarts, while the action itself falls foul of the usual repetitions that plague just about every shooter. That's not to say that the combat isn't complex or doesn't have its moments of high adventure. There are times when the multiple controls of depth, angle and speed do give rise to some genius manoeuvres or follicle-wide dodges from incoming torpedoes but mainly, you're inevitably blowing stuff up while hunting for another power-up to boost your shields.

We like what *Underwater Unit* does – shunning Cousteau-esque discovery for non-stop blasting – and it would be unfair to say that this isn't a half decent game. It is. The problem is that it still falls short of the mark. Where are the moments when you're forced to run silent and deep to avoid destroyers? Where's the emergency mood lighting whenever the depth charges start dropping? Where's the broken steam valves and where's the bleedin' periscope, for Christ's sake?

There's no reason why this game couldn't have been set on a boat, a spaceship or even an armour-plated dolphin. It's a shooter with a decent sonar ping strapped on and some smart water effects sloshing about its underbelly but, until someone resurrects *Silent Scope* or allows you to become Captain Nemo, we'll remain sceptical about this style of game. PSM2

HAVING A TRAWL: Dig these crates out of the sand and add valuable items to your treasure list. Beautiful.

THE REAL DECOY: A clever bit of kit that makes an incredible amount of noise, then detonates when attacked.

RUN SILENT, RUN CREEP

There are over 14 different types of enemy units in the game and they all have unique attack patterns and armaments. With each mission you first have to deal with the small fry and then progress onto a boss confrontation towards the end of the level. Those enemy types are recognisable to start with but, later in the action, you'll find yourself going up against water-proof robots, huge flying fortresses and heavily defended underwater cities...

BOATING BLAZER: You need to destroy all the deck-based armaments on the Midasu to total it.

SUBULAR SWELLS: The Gangorowa is an early boss soon dealt with via some multiple torpedo locks.

HANMA-HEAD LARK: A real test comes with the fast and highly manoeuvrable Hanma attack sub.

RINGO'S CHOICE

1 **UNDERWATER UNIT**
Until something better comes along, the best sub aquatic combat out there.

2 **ECCO THE DOLPHIN**
Unstructured and woolly despite a sleek visual exterior. Cool bubbly sound effects.

3 **EVERBLUE**
Tedious RPG elements crumbling away to reveal tedious underwater rambling. Should sink without trace.

PSM2 VERDICT

GAMEPLAY
+ Button bashing with enough extras to hook your interest.
- You're on the sea-bed before the enemy AI really wakes up.

GRAPHICS
+ The transition from surface to sea-bed is gorgeous.
- The wobbly thermal effects can leave you boss-eyed.

SOUND
+ Cool sonar pings are essential and this ones spot on.
- Music and voices you will tire quickly of hearing.

LIFESPAN
+ Try and locate the treasure and you'll receive tubes full of value.
- Play the missions straight and it'll all be over before bath-time.

OVERALL
Attractive and instantly playable, *Underwater Unit* tests your skills with a stylised taste of the deep. Short on the 'wow factor', though.

62

SUB STANDARD

INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** AIA
- **PUBLISHER** Bandai
- **GAME TYPE** Pinball
- **PRICE** ¥4980
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

DETAILS

- Story, Stage Select and Vs Play modes.
- Four tables: Laboratory, A Room, Olympic Stadium and Neo Tokyo – with interlocking sections and sub-tables.
- Two-player Challenge mode.
- Multi-Ball feature.

A precision shot is required to hit the central target lanes and unlock the next table. Tricky.

Each table has a destructible cutaway section underneath, where you attack enemy robots in an underground action area.

OUT UK TBA JAPAN NOW

AKIRA PSYCHO BALL

An action-packed tribute to the anime classic? Balls to that. Bandai serve up pinball withered.

Daniel Dawkins

Richard Branson does it well, The Simpsons did it badly and the WWE's doing it with monster trucks. What? Brand extension – the application of your image, clout and reputation to a loosely associated product in a merciless quest for punters' cash. Successful cross-branding hinges on two factors: impeccable timing and quality products. Suffice to say, *Akira Pyscho Ball* – with its 14-year-old licence and distressingly mundane execution – isn't set for a bumper payday.

Akira achieved cult status though its stylish ultra-violence, complex plotting and funky characterisation – perfect for a cel-shaded action adventure or SSX-style bike racer. But pinball? Flipping 'eck. The game's appeal stems from its sheer physicality – the daunting dimensions of the table, the thrill of launching your hips into a frantic nudge and the hypnotising flicker of whirling neon digits. The best a console version can offer is uncanny ball movement, incendiary effects and fantastical table design – which Bandai fail to deliver with sparkling conviction.

On the plus side, ball physics *are* reasonable. The metal spheres clonk and arch convincingly, reacting logically to the speed and angle of your flippers. Most real-life tricks are possible, including the classic raised flipper ball-freeze vital to catch your breath and prepare a precision strike. The music thrashes away in a vaguely entrancing rock jumble, while targets bonk and jingle in age-old tradition. On the audio-visual level, it's a reasonable – if unenchanting – approximation of the real thing.

However, like a fake Rolex or Alistair McGowan's Des Lynham impression, something doesn't feel *right*. Maybe it's the weight of the balls – which can feel a bit jingly. Or the nature of the DualShock 2 – no replacement for sturdy flippers. But, sadly the problem's sheer laziness.

INSIGHT

- Akira was one of the first anime films to use 'pre scoring' – a technique where characters' voices are recorded before they're animated. The procedure was championed in the USA, specifically at Disney.

When push comes to nudge, *Akira Pyscho Ball*'s simply an ill-structured game. With only four levels, some uninspired challenges and frequent repetition, Bandai have clearly underdelivered.

In Story mode, all you need to do is collect the pass key – by hitting key target lanes – and whack the ball into the exit zone. Sure, there's a frantic Multi-Ball mode and some diverting target-shattering sub-games, but tragically, no intrinsic incentive to score high. Once you've completed the game, all you're doing is competing with yourself. Achieving high scores feels like a joyless war of concentrated attrition. Yes, that's pinball, but at least you get the satisfaction of looking cool, gulping a beer and obliterating the resident champ by several billion points. PSM2

"THE METAL SPHERES ARCH CONVINCINGLY, REACTING LOGICALLY TO YOUR FLIPPERS"

Each table makes brief use of animated cut-scenes but, frankly, this is a terrible misuse of a great licence.

TETSUO'S CHOICE

1. **SUPER BAM** Furiously addictive split-screen puzzle mayhem. With shiny ball popping.
2. **INTERNATIONAL CUE CLUB** Ball knocking a go-go in this diverting pub pool comp with decent physics.
3. **AKIRA PYSCHO BALL** Ball flicking ahoy in Bandai's reasonable, if limited, pinball sim. Despicable waste of a decent licence.

PSM2 VERDICT

GAMEPLAY
- Solid mechanics encourage skilful play.
- Extremely limited scope.

GRAPHICS
+ Neat movie clip integration. Chunky tables.
- Bit static. Unimaginative.

SOUND
+ Clonky whacks and disco bells.
- Annoying cyber-rock soundtrack.

LIFESPAN
+ Limitless potential to beat scores.
- Why bother? Only four tables.

OVERALL
A ball-breakingly average pinball sim which fails to capture the verve, energy or excitement of the anime classic. A missed opportunity.

47

BALLS

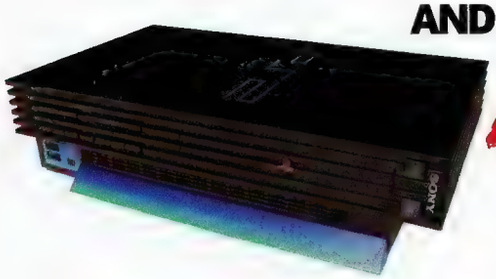
THINK YOU'VE FINISHED?

THINK AGAIN!

PlayStation®2
OFFICIAL TIPS MAGAZINE-UK

THE GENIUS NEW TIPS MAG FROM THE MAKERS OF THIS

AND THIS



ON SALE 5TH JULY

TAKE YOUR GAMES FURTHER

OUT JAP/US NOW OUT UK TBA

SAMURAI

Please. Thank you. Haaaaiiieee! Nice to see politeness *and* violence together

REVIEWER: Joel Snape

Shopkeepers. Protected by the mystical equivalent of petrol station plexiglass, they're the last barrier to gaming realism – psychic vending machines on legs, not real people. You can't bribe them, you can't con them, and you *certainly* can't kill them or nick their stock – because that'd ruin the game. Wouldn't it?

Not necessarily. Give your dinged-up katana to the blacksmith in Rokkotsu Pass, and *he* doesn't know that you haven't got the cash to pay for its repair. He'll find out, of course, but what do you do then? Kill him? Easy enough, but then it's no more sword repairs for the rest of the game in a town where your only real friends are long, cold shards of metal.

This is the heart of *Samurai*, a game that's more about scope than size. You're a ronin, new in town, with no more personality than a packet of biscuits. You've got two days to explore, chat to people, form alliances and start fights. There's no *right* way to proceed, but every action has consequences, and they aren't all immediately apparent. An example – 12 seconds into the game you stumble across a kidnapping attempt on a bridge. The clearest course of action – forego discussion, steam in, kill everyone and go for lunch. Less obviously, you could talk about it first, offer to spare the ringleader or just walk on as if nothing's happening.

How you treat these people governs where they'll be – and how they'll react to you – later in

"YOUR ONLY REAL FRIENDS ARE POINTY SHARDS OF METAL"

WATER MESS The chap on the left's thigh-deep in water. Really rubbish water. Even the nice sword-clangs don't help.

INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Acquire
- **PUBLISHER** Bam! Entertainment
- **GAME TYPE** Samurai Sim
- **PRICE** ¥5400
- **ESSENTIALS** 1-2 players, Memory Card, DualShock 2

DETAILS

- Vs mode.
- 20 different swords.

Unless you can read Japanese, or you fancy accidentally insulting everyone you meet, get the American version.

SAY YOU'LL BE HAIR: Donadona's an English, Samurai who loves Bushido. Which doesn't explain his ridiculous hairdo.

SLEDGE YOUR BETS: The hammer's more reliant on brute force and overhand strikes than fencing finesse.

your opponent's shins to get up. You learn new moves by experience – repeat a certain slash enough, and it'll automatically chain into a combo. It's a clever system, partly ruined by the stupid sword-specific nature of the learning process – shatter your blade and you'll have to learn all its related moves again, *even if you've got an identical weapon in your inventory*. Silly. Shoddy cameraworks a hindrance when you're taking on multiple adversaries and the scenic interaction – fighting on hills, for instance – leaves something to be desired.

Let's be clear though – this isn't a beat-em-up. Fighting's central to the gameplay, but only as an accompaniment to all the preamble. Think Kung Fu, where part of the fun's watching David Carradine being infuriatingly peace-loving – but only until he goes mental during the last-minute pagger. Or Fist of Fury, where Bruce Lee just strolls into a dojo and announces that he's going to beat the crap out of everyone there. Rude or polite? Arrogant or humble? Warrior or thug? There're more than 20 rankings to achieve, accompanied by five endings and a host of events.

For the weapons nut, there're a selection of blades to 'acquire' – along with more esoteric weapons like axes and chains. Each has their own moves, and some can only be gained by duelling a certain master, but once you've got them they're added to the armoury for subsequent goes.

Chances are, you *will* see them all, too – unlike *Silent Hill* where you're playing fundamentally the same ten-hour game several times, this is a two-hour experience that could branch off in any direction.

Just don't kill that blacksmith – you're going to need him. **PSM2**

Samurai's already breaking heads in Japan and America.

LOCO POPS: Shame you can't be knocked off the train, but the multi-level effect's nice.

the game. It isn't always as open as you'd hope – some people, for instance, simply can't be fought or killed – but that's not really a problem unless you're into kebabbing old men. Mirroring the stringent etiquette of feudal Japan, tiny gestures can be vital – walk around with your sword unsheathed, for instance, and you'll either die very quickly or develop a fearsome rep. But however polite you are, you'll have to scrap it out eventually.

Fighting takes persistence. It's most similar to *Kengo* – or, if you like, *Bushido Blade* with less instantaneous deaths. To begin with, the block-retaliate-block tactic's reliable enough, but as you challenge enemies who can knock you off-balance with a single thrust, evasion and timing become crucial. There's a hint of the brawling that made *Bushido Blade* so great – trip over a corpse and you'll have to scrabble backwards kicking at

TATTOO HOT TO HANDLE: Each Vs character's got their own style – including Donadona's bewildering breakdance technique.

IMPACT POINT

Donadona – the English, afro-sporting samurai – steps in if you don't do anything about the kidnapping. Try to help him out, though, and he buggers off, letting you take on the red gang alone. Something to do with Bushido, apparently.

SWORD OF SHOGUN

At the end of the game, you'll be ranked anywhere between Samurai King and Beast Samurai, depending on the, um, *honourability* of your actions. That isn't all, though – several other rankings await the psychotic player, from Wealthy Samurai (gained by nicking money off gangs) to Serial Killer (killing 180 people). Here're some quick pointers on Bushido etiquette.

HONOR HACKMAN:

TRAIN IN THE ASS:

BARREL ROLL: Chucking barrels is the perfect way to encourage polite samurai to accept your offer of a duel.

INSIGHT

In the Japanese version, accumulating 2000 GP and naming your character 'manji' will start the game as Manji, the main character from the comic series Blade of the Immortal. He's not in the US version, presumably due to their more stringent copyright laws.

RONIN'S CHOICE

1 **ONIMUSHA 2**
Hack! Slash! Gouge! And occasionally make friends by plying other samurai with booze.

2 **SAMURAI**
Hit! Thrust! Kick! But take care to be honourable and inoffensive.

3 **DYNASTY WARRIORS 3**
Maim! Spear! Flip! With loads of people on screen, and a little bit of strategy.

PSM2 VERDICT

GAMEPLAY
+ Clever combination of chatter and extreme violence.
-

GRAPHICS
+ Occasional decent bar-brawl animations.
- Apart from that, little more than functional.

SOUND
+ Good ambient noise and sword clangs.
-

LIFESPAN
+ Options at every turn – loads of kit to collect.
- But only if you're obsessed with Japanese weaponry.

OVERALL
Like Yojimbo – only playable. It's an excellent idea, reasonably well done – if the fighting system was a fraction tighter, this'd be near-essential.

74

CUTTING-EDGE

DENZEL CASE: Denzel's the baddest bobby on the beat in Training Day.

OUT UK NOW

TRAINING DAY

Denzel brings new meaning to 'bad cop' with this Oscar-scooping turn...

STARRING ..... Denzel Washington, Ethan Hawke, Cliff Curtis, Snoop Dogg, Dr Dre, Scott Glenn, Tom Berenger, Macy Gray
DIRECTOR ..... Antoine Fuqua
CERTIFICATE 18
PRICE £15.99

It's not often that Uncle Oscar rewards the nasty side of characters. Usually, the Academy falls over itself to recognise triumph-over-adversity tosh or the mentally/physically challenged. So it was satisfying to see them praise a truly mental persona. Denzel Washington shrugs off his troubled good guy schtick and slips on the stylish leather coat of veteran copper Alonzo Harris, saddled with guiding a newbie (Ethan Hawke) around his tougher-than-hell beat. Along the way, we discover what a truly nasty piece of work Detective Harris is.

He's all but taken on the personality of the streets he patrols, and the festering corruption of the drug trade has crept into his veins. His fellow plod doesn't know quite what's in store as he's taken on a tour through the mean streets and Harris' haunts. Washington plays Harris with such menacing abandon that you can't help but wonder at his character, and watch open-mouthed as he strolls from each new beating to dirty deal without a hint of morals.

BEAT DOWN

It's not just Denzel's show though, as fellow thesp Hawke's Supporting Oscar nom showed. Washington maybe the focus, the driving force, but Hawke forgoes his usual naval-gazing waster generation mumbling to play a hard young rookie forced to see the ugly side of his potential boss' success rate. And he delivers. With his scraggly face-fuzz and squinting eyes, you watch him turn from horrified idealist into hardened warrior in the course of a day as he realises that it's not always the criminals he'll have to defend himself from, it's his superior officer.

The battle of wits 'n' fists that ensues will keep you glued to the sofa. Meanwhile, he's also creating a stark picture of inner city grot and scheming thugs that's all too real. It's only when director Fuqua drives the film into the ground during the finale that Training Days loses some of the plus points it scores.

FIST FINALE

This is the sort of genre where there's always the hint of ludicrousness, and Training Day admirably steers clear of it for the most part. But the scrappy closure just doesn't satisfy as a suitable ending to the story. After keeping you dazed and amazed at the unusual depths of its brutality and its brave decision to pull no punches, the movie falls back on Hollystaples for the fistfight finale. Still, the ride's worth it and the DVD's crammed full of stuff to make you appreciate it even more.

Director Fuqua is candid about his film's successes and failures and there are plenty of deleted scenes for extras junkies. Like yer movies with tough-as-nails, hard-edged attitude? Training Day's a revelation. Like Washington's top-dog strut, this is the mutt's bollocks for today's tough cop fans. **PSM2**

INSIGHT

- Many of Denzel's growling lines are ad-libbed.
- The coffee shop shown at the start was used in Se7en.
- Eminem was offered the role of the villain.

STREET CHOICE

1 **SE7EN**
Dark? Dangerous? Two cops? This is the murderous classic.

2 **MEAN STREETS**
Scorsese gets tough on the sidewalks of his beloved Noo Yoik.

3 **TRAINING DAY**
Washington goes nuts, Hawke just doesn't bother shaving. That's the streets for you...

PSM2 VERDICT

EXTRAS
Director's Audio Commentary ▣ Additional Scenes ▣ Alternative Ending ▣ Music Videos ▣ Behind-The-Scenes Documentary

OVERALL
You might not relish the prospect of spending an evening in his company in reality, but Denzel's dark cop is hard to resist.

87

CORRUPTED

OUT UK NOW

THE WEST WING: SEASON ONE BOX SET TWO

All rise as the President of the United States closes out his first season.

STARRING Martin Sheen, John Spencer, Allison Janney, Rob Lowe, Richard Schiff, Bradley Whitford, Janel Moloney, Dule Hill
DIRECTOR Various
CERTIFICATE 12
PRICE £34.99

All right, pardon us for the sour soapboxing, but we'd like to take this intro to pull what – in West Wing terms – would be called a filibuster: a speech about something bugging us. It's not the show – which is one of the best-written things on television either side of the Atlantic – it's the decision to release the discs as two separate sets and then – get this! – release another set, with the entire season, for £10 less than the two combined! Somebody get out there and do something. Like, er, demand their money back. Or write a strong letter of criticism. Or something. OK, so we can't make speeches like President Bartlett (Martin Sheen), but let's face it: who can?

You've got Sheen's powerhouse acting driven by the words of Aaron Sorkin, best known for scribbling the likes of A Few Good Men and the West Wing-inspiring The American President. Every line sparkles and the delivery – from the Prez on down to the lowliest White House intern – is note perfect.

In an age when apathy about politics abounds, the Wing is a breath of fresh air, a show about government (albeit American) that never bores, preaches or slows down to exposition. You've got to keep your wits about you to watch this one – every episode *moves*.

POLITICAL WITS

With Sheen backed by an impressive array of US TV veterans, there's almost never a duff moment, and we've yet to see a dodgy episode. Most shows fluctuate between quality levels, especially during their feet-finding first year, but The West Wing comes out running and never stumbles.

In this second box set, comprising the latter half (or 11 episodes) of season one, we see the plot thicken and grow as the President continues trying to win support for his campaigns and racist tension boils over. Everything comes to a head with one of the best season-ending cliffhangers to date as right wing thugs open fire on the staff during a rally. As the screen fades to black over chaos, gunfire and a security agent screaming "Who's been hit? Who's been hit!?" you're guaranteed to want to tune in again – or, naturally, buy the season two discs...

INSIGHT

- Sets built for The West Wing were used in Steven Soderbergh's movie Traffic.

WINGING IT

The Wing discs have never exactly been brimming features, and the Season One second set is no exception. There's a basic Making Of, some TV spot trailers (oooh) and a web link. But with so many quotable moments and scenes you'll watch again, it's good to see the West Wing on disc whatever the extras. But take our word for it – fight the power! Forgo the two separate disc sets and buy the complete First Season box. You'll thank us when we save you money. PSM2

SHEEN IT ALL BEFORE: Martin's vote for Adele would surely swing it...

PRESIDENTIAL CHOICE

1. **THE WEST WING** 'Critically acclaimed' by this very critic...
2. **THE AMERICAN PRESIDENT** It could almost be West Wing: The Movie.
3. **THIRTEEN DAYS** Tension in the White House during the Cuban Missile Crisis.

PSM2 VERDICT

EXTRAS
The Making Of The West Wing Featurette ⧉ Weblink ⧉ TV Spots

OVERALL
TWW is the best thing on TV by far, in our humble opinion. It certainly beats watching Tony Blair spin his way through life...

88

TOP TV STUFF

DON'T LOOK NOW

OUT UK NOW

STARRING Donald Sutherland, Julie Christie
DIRECTOR Nicolas Roeg
CERTIFICATE 18
PRICE £15.99

The iconic horror whose rep is these days built around whether Christie and Sutherland were bumping uglies for real, Don't Look Now remains a masterpiece of the genre. Nicolas Roeg's chiller is a genuine shocker about the death of a little girl and her distraught parents' attempts to uncover the mystery of what happened. Using Venice to excellent, spooky effect, Roeg ratchets up the tension to an almost unbearable level, while never falling back on the lazy gore-lashing that we see so commonly today. If you're after some true terror, don't look any further. PSM2 **85**

CSI: CRIME SCENE INVESTIGATION SEASON ONE BOX ONE

OUT UK NOW

STARRING William Petersen, Marg Helgenberger
DIRECTOR Various
CERTIFICATE 15
PRICE £39.99

Blimey. Didn't see that one coming. A TV cop show. Produced by Jerry 'slam bang action man' Bruckheimer. Set in Las Vegas. Bought in this country by Channel 5. Recipe for pure clag biscuits, surely? But no. CSI turned out to be gripping, edgy, utterly compulsive viewing, using special effects to jazz up the investigations it chronicles and giving an X-Files-alike cool scene to the otherwise mundane world of forensic police duties. Manhunter's Petersen is on fine form as the quirky top cop, and he's well supported by his lab-based buddies. Not for the squeamish, though. PSM2 **68**

ALSO RELEASED

ROCK STAR
Released Out Now **Cert** 15 **Price** £15.99
It's a little newcomer-makes-good by the numbers, but Mark Wahlberg's turn as a big-haired '80s rocker is decent enough entertainment. **54**

AMELIE SPECIAL EDITION
Released Out Now **Cert** 15 **Price** £24.99
Yeah, we've told you all about this film in the past and sung its praises. But now it's also out on a shiny, two-disc special edition. **94**

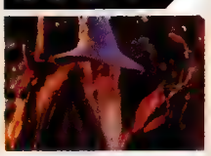
THE TWO WAY STRETCH
Released Out Now **Cert** PG **Price** £9.99
Dodger Lane, long-time crim and prisoner, dreams of breaking out, pulling off a rich diamond heist – and then breaking back in. **66**

DANGER MOUSE VOLUME 5
Released Out Now **Cert** U **Price** £9.99
Bursting with comic wit and invention, the adventures of DM and trusty sidekick Penfold were the stuff of legend for '80s kids. **74**

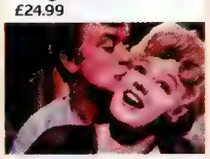
FROM DUSK TILL DAWN TRILOGY
Released Out Now **Cert** 18 **Price** £34.99
The follow-ups were, frankly, shit on toast, but fans of the vivid, insane Clooney-driven original will lap up servings of undead action. **48**

SCARY MOVIE 2
Released Out Now **Cert** 18 **Price** £19.99
Millions of you suckers went to see the original Scary Movie and its sicko sequel. But it's crap. Sheer, unadulterated shite. **28**

COMING SOON



LORD OF THE RINGS: 2 DISC SET
6 August
£24.99



ALFIE
18 August
£19.99

THE YOUNG ONES SERIES ONE
5 August
£15.99

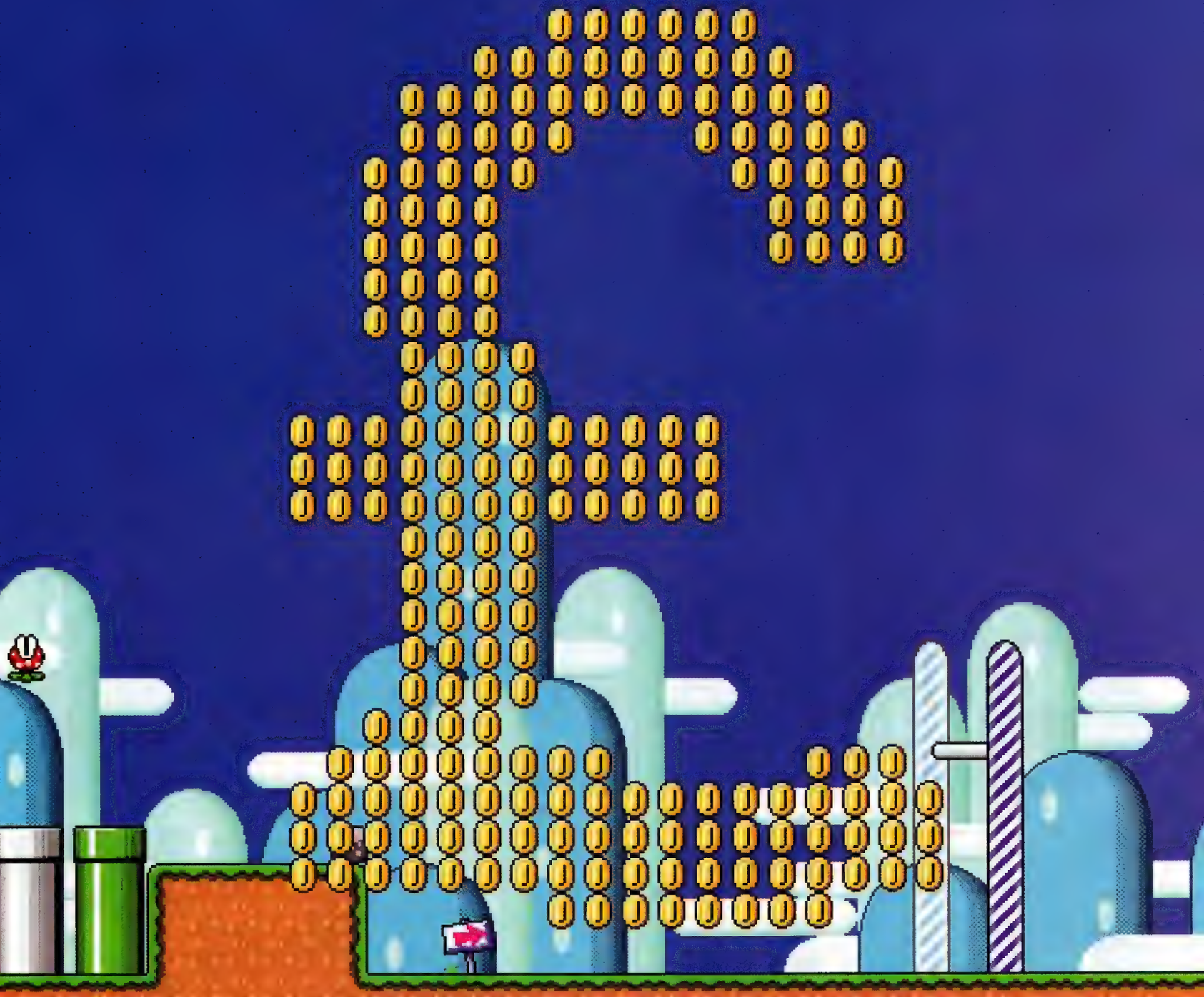
Kobal Collection/United Artists

The future of electronic entertainment

www.edge-online.com

EDGE®

PLAYSTATION 2 | GAMECUBE | XBOX | PC | GBA | PLAYSTATION



A license to kill (the games industry)

E113: Why you'll be the death of us.

On sale July 16

PSM2'S INFO-MUSH LOUNGE

MAX. SMART/MIN. EFFORT

Womb-like in its warmth, free of the harsh pressures of magazine deadlines, the PSM2 lounge offers a safe haven from the drifts of bad titles that sweep through the office. Instead we dedicate this area to the pure pleasure of playing. Only the finest games and the most pert peripherals are allowed to puncture the all-pervasive atmosphere of gaming hedonism. No *Army Men* games are allowed in and the likes of *Jet Ion GP* don't even make it past reception. So slump on the beanbag, unfurl a DualShock 2 and share our MultiTap because this as good as it gets.

1

FINAL FANTASY 10

Sophisticated, sumptuous and shorter than those past PSone outings, finishing *Final Fantasy 10* demands a catheter and a takeaway on speed dial. The best way to keep your skin pallid, except for signing up for a submarine crew.

5

LMA MANAGER 2002

Outstanding number crunching soccer simulation that still manages to fly off the shelves despite featuring last seasons stats. Just try to imagine *Championship Manager*'s prettier cousin.

18

NO ONE LIVES FOREVER

The girl with the E-type and the D-Cup is one Cate Archer, the agent underwired in this shooter that sacrifices polish for variety. Why not opt for the superior bargain bin *TimeSplitters* instead?

CHARTS FOR MONTH ENDING MARCH 28

PS2 TOP 20

Position	GAME NAME	Publisher	Developer
1	Final Fantasy 10	SCEE	Squaresoft
2	2002 FIFA World Cup	EA	EA Sports
3	Grand Theft Auto 3	Take 2	DMA Design
4	Gran Turismo 3 Platinum	SCEE	Polyphony Digital
5	LMA Manager 2002	Codemasters	Codemasters
6	Metal Gear Solid 2	Konami	KCEJ
7	Virtua Fighter 4	SCEE	Sega
8	Int' Superstar Soccer 2	Konami	KCEO
9	Pro Evolution Soccer	Konami	KCET
10	Tekken Tag Tournament Platinum	SCEE	Namco
11	Star Wars: Jedi Starfighter	Activision	Lucasarts
12	Tony Hawk's Pro Skater 3	Activision	Neversoft
13	This is Football 2002 Platinum	SCEE	Team Soho
14	State of Emergency	Take 2	Vis Entertainment
15	Star Wars: Starfighter Platinum	Activision	Lucasarts
16	Max Payne	Take 2	Rockstar
17	Rugby	EA	EA Sports
18	No One Lives Forever	Fox Interactive	Monolith Productions
19	Red Faction	THQ	Volition
20	Theme Park World	EA	Bullfrog

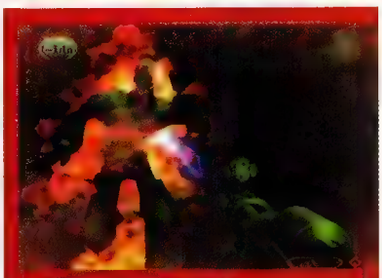
JAPANESE TOP 5

1	Mobile Suit Gundam: Zion War	Bandai	Bandai
2	World Soccer Winning Eleven 6	Konami	KCET
3	Zettai Zetsumei Toshi	Irem	Software Engineer
4	Kingdom Hearts	Square	Square
5	2002 FIFA World Cup	EA	EA Sports

US TOP 5

1	Spider-Man: The Movie	Activision	Tryarch
2	Grand Theft Auto 3	Rockstar	DMA Design
3	Gran Turismo 3	Sony	Polyphony Digital
4	Final Fantasy 10	Sony	Square
5	Medal of Honor: Frontline	EA	EA

PSM2'S TOP 5IVE



1. TimeSplitters 2

2. Winning Eleven 6

3. Ratchet and Clank

4. Final Fantasy 10

5. Medal of Honor

PSM2'S INFO-MUSH LOUNGE

MAX. SMART/MIN. EFFORT

FOUR-MIDABLE!
Apart from the official MultiTap 2, we've always used Joytech's Multiplayer Adaptor. Chunky, durable and with little LEDs to highlight connection problems, it's never seen us wrong yet. Twenty quid to you, mate – give them a ring on 0800 389 9647.

FOUR SH*T'S SAKE!
Look at Marcus' shirt! What *is* he thinking?

FOUR-THOUGHT!
If you don't want to rely on mates bringing their own pads, you could do worse than investing in Saitek's PX3500. We've seen it for a tenner in certain shops, and it's hefty enough to prevent accusations of cheating or favouritism.

WHAT THE TEAM HAVE BEEN PLAYING THIS MONTH...

And which they kindly, gently suggest you get involved with.

JOEL'S BEEN PLAYING...

Samurai. After a brief period with a Kanji dictionary trying to work out the polite responses, he simply embarked on a trial-and-error hackfest through Rokkotsu village. He also took *End Game* home, which sparked a vodka-fuelled G-Con 'incident' with one of his flatmates. Disturbing.

JONNIE'S BEEN PLAYING...

Ratchet and Clank – it's a platformer, for a start. It's got guns in. It's full of whirring sci-fi space cars – at least in the levels we've played. But it needed something more – like a tiny robot strapped to the hero's back. Ratchet could've been *designed* for Jonnie.

DAN'S BEEN PLAYING...

TimeSplitters 2. His favoured tactic? "Bobbing up and down like Zebedee, and using the shotgun at point-blank range." That, of course, and picking on the weedy computer characters rather than facing the fearsome might of, for instance, the rest of us.

MILF'S BEEN PLAYING...

TimeSplitters 2. Trogging around with a mini-gun set to full whirr, trousers aflame, desperately trying to torch others before his fiery demise. Hard-man Milf doesn't believe in health packs or water.

MARCUS'S BEEN PLAYING...

Sigh – *TimeSplitters 2*. Although his innate love of chimps hampers him somewhat, as he's inclined to put himself between our guns and the shrieking simian pests that scamper round the Mexico level. Burn, monkey boy! Burn!

ADE'S BEEN PLAYING...

Unison – it's been out for ages in Japan, but we've only just got a copy. The most complicated, memory-twanging analogue-for-each-arm control system you've ever seen, but oddly intuitive after the first couple of songs. Top.

BURIED TREASURE

WINNING ELEVEN 6: Stoic refusal to play as Ryan Giggs reverts to his native Wales

"Come on, Big John!" and watching Ali and the Lewis box

Tyson fight sparked a bit of wait for the inevitable slew

KNOCKOUT KINGS 2002:

of Rocky quotes: "I must inexplicably, Dan is been

playing this a lot – he still by the hand.

VAMPIRE NIGHT:

and so forth.

BIG AUDIO DYNAMITE

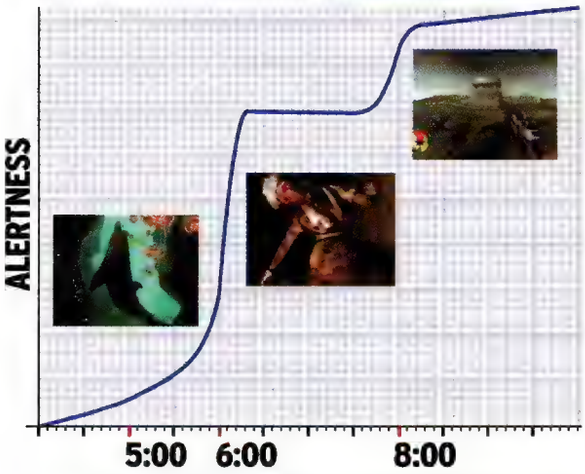
Nothing quite adds the edge to one of our deathmatch marathons than being enveloped in a pure torrent of noise...

ON A BUDGET

MID-RANGE
The Sound Station

IF YOU'RE LOADED
Playworks PS2000 Digital

BIG NIGHT IN...



FORGET THE BIG SLEEP

Is it light or dark? Do you crave cornflakes or curry? Is that the final, or is it just a semi? Did the early mornings of the World Cup leave your body clock in a twist? What you need is a jolt of early evening adrenaline to keep you awake to restore REM sleep.

YOU WILL NEED: Caffeine and the membrane known as your skin. Bath in it, main-line it, even drink it if you must.

17:00

Lull yourself gently into the evening with the hypnotic calm of *Ecco The Dolphin*. At first a powerful sedative, later as frustrating as an aspirin lid. It will keep you angry and awake.

18:00

With eyelids hanging heavy, you need something to ensure you never sleep again. Time for *Silent Hill 2*. This way the next time you drift off images of dancing undead nurses will haunt your dreams. Excellent.

20:00

Twitchy, over-tired and just slightly wired, what you need is a bracing stroll. What you are going to get is the horror of beach landing in *Medal Of Honor: Frontline*.

HOW TO BLOW A MONKEY...

If your tax return lists the back of the sofa as your main source of income or if you stand to meekly inherit the Earth, then there is no finer place to spend the lucre.

A MONKEY £500

If all your time spent rolling naked on a sea of warmed pound coins has meant you missing out on those manga movies then why not catch up with the *Galerians Ash Ltd Edition* for £180? Not only can you enjoy the *Galerians Ash* game on import but it comes with 3 series DVDs and dog-tags. All you need to do now is spend the rest of the cash on a Japanese PS2 to play it all on.

A SHORTY £40

Why not join the Yanks for a late-arriving four year European break? Mixing sun, sea, sand and shellfire in *Medal of Honor: Frontline*.

A PONY £25

Spend 20 notes on the old-skool slice of toughness that is *Metal Slug X*. Blow the rest on other retro treats like Cola Bottles and those polystyrene style shrimps

A MACGYVER £5

Rent *Soldier of Fortune Gold* and *F1 2002*. At least this way when you are dragged away for a two weeks holiday in sunny Swindon, you won't be pining for your PS2.

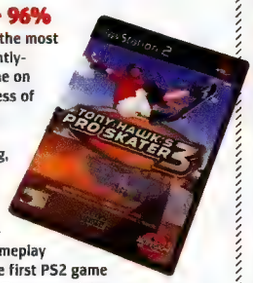
PSM2'S ESSENTIAL TEN

The ten greatest games available in the UK today. Fact.

1 MGS2 - 96%

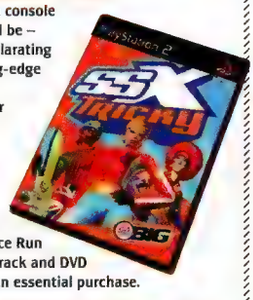
Yes, the cut-scenes *are* tedious, but Kojima's masterpiece sets the bar for cinematic integration – with lush graphics, inspired sound and expansive gameplay. If genius was measured in grapes, this'd be a burgeoning vineyard.

2 THPS3 - 96%



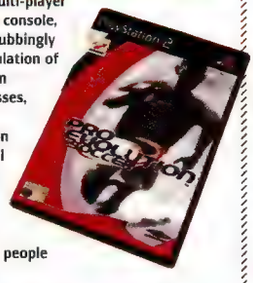
Quite simply, the most addictive, tightly-designed game on PS2. Regardless of your feelings towards skateboarding, *THPS3* delivers a perfectly-pitched, ever-expanding gameplay challenge. The first PS2 game to go on-line. Tony, we salute you.

3 SSX TRICKY - 95%



Everything a console game should be – instant, exhilarating and bleeding-edge cool. EA's snowboarder merges seamless production values with honest, pad-ripping gameplay. Ace Run DMC soundtrack and DVD extras seal an essential purchase.

4 PRO EVOLUTION SOCCER - 95%



The finest multi-player game on any console, and an eye-rubbingly realistic simulation of football. From precision passes, tactical sophistication and graphical finery – *Pro Evo* has got the lot. Essential for footy fans or people with friends.

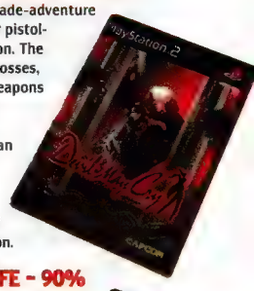
5 GRAN TURISMO 3 - 93%

Debatably, PS2's killer-app and one of the best looking games in the whole of history, Sony's ultra-realistic driving sim dominates the genre like a growling Ferrari. Will last for ages. Promise.

6 GRAND THEFT AUTO 3 - 92%

For some, PS2's finest hour – graphically resplendent, morally bankrupt and endlessly diverse. The go-anywhere, do-anything gameplay amplified by exceptional level design. Robbery, explosions, guns, stunts, cars, rockets – the fun never ends.

7 DEVIL MAY CRY - 90%

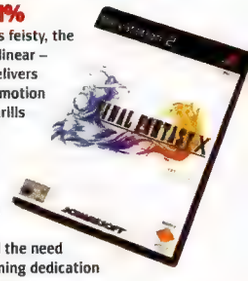


A riotous arcade-adventure for your inner pistol-packing demon. The spectacular bosses, formidable weapons and pulsing soundtrack culminate in an adrenaline-detonating experience for gamers of any persuasion.

8 HALF-LIFE - 90%

Unequivocally, the finest integration of plot, gameplay and heart-popping set-pieces that'll sit in your memory for years to come. No single-player first-person shooter comes close, and – better yet – the PS2 version features an exclusive co-operative mode.

9 FF10 - 91%



The gameplay's feisty, the plot defiantly linear – but nothing delivers atmosphere, emotion or graphical thrills like Square's sprawling masterpiece. One of the finest RPG's in history, but familiarity and the need for life-consuming dedication cushions its impact.

10 MTV MUSIC GENERATOR 2 - 90%

If you've a song in your heart, Codemasters genius music creation package is the Sonny to your Cher – jammed with killer instruments and sonic trickery. Proof that you don't need an asphyxiating waistband or nervous stutter to knock out a chart standard ditty.

NEW & IMPROVED

HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines.

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue**> #11 — **72**
An action-lead game that'll satisfy slash-em-up fiends

AIRBLADE
Publisher> Sony
Version> PAL **Issue**> #16 — **77**
Not deep enough to offer limitless trick potential.

ALONE IN THE DARK: THE NEW NIGHTMARE
Publisher> Infogrames
Version> PAL **Issue**> #15 — **66**
Dumps any pretensions of originality for lumpen familiarity.

BALDUR'S GATE: DARK ALLIANCE
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — **70**
Fast, good-looking and addictively fun to play.

BATMAN VENGEANCE
Publisher> Ubi Soft
Version> PAL **Issue**> #17 — **48**
Super-game turned super-villain thanks to daft level design.

BLOOD OMEN 2
Publisher> Eidos
Version> PAL **Issue**> #22 — **79**
A horror romp that doesn't disappoint in terms of atmosphere and visuals.

CASPER: SPIRIT DIMENSIONS
Publisher> TDK Mediactive
Version> PAL **Issue**> #22 — **48**
Unthreatening junior gaming with a shiny veneer. Dull.

DEVIL MAY CRY
Publisher> Capcom
Version> PAL **Issue**> #15 — **90**
Blindingly gorgeous and cracking to play.

DNA: DARK NATIVE APOSTLE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — **37**
It looks ragged and makes you work extremely hard for very little gain.

DRAKAN: THE ANCIENTS' GATES
Publisher> Sony
Version> PAL **Issue**> #20 — **75**
Cracking adventure let down by seen-it-all-before gameplay.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE
Publisher> Sony
Version> PAL **Issue**> #18 — **52**
Illogical puzzles and missions harpoon any fun instantly – this is distinctly average stuff.

EOE: EVE OF EXTINCTION
Publisher> Eidos
Version> PAL **Issue**> #22 — **71**
Fun at times but mainly boringly familiar.

EXTERMINATION
Publisher> Sony
Version> PAL **Issue**> #09 — **78**
Action, gunplay and panic, despite an unoriginal story.

FATAL FRAME
Publisher> Tecmo
Version> NTSC **Issue**> #23 — **77**
Stylish and immensely frightening.

FRANK HERBERT'S DUNE
Publisher> Cryo
Version> PAL **Issue**> #20 — **22**
Remedial AI, ham-fisted controls and a terrible game.

GIANTS: CITIZEN KABUTO
Publisher> Interplay
Version> PAL **Issue**> #17 — **80**
Good level design and the novelty of playing as three sides.

GRAND THEFT AUTO 3
Publisher> Take 2
Version> PAL **Issue**> #16 — **92**
Amoral. And the attention to detail keeps you hooked.

HEADHUNTER
Publisher> Sony
Version> PAL **Issue**> #19 — **81**
An action adventure of Hollywood proportions from Sega

ICO
Publisher> SCEA
Version> NTSC **Issue**> #17 — **85**
Strikes new ground for creative gaming. Less, literally, is more.

MAX PAYNE
Publisher> Take 2
Version> PAL **Issue**> #19 — **82**
Stylish, dark and violent but marred by ropey looks.

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09 — **76**
Some inventive ideas let down by basic design flaws.

METAL GEAR SOLID 2
Publisher> Konami
Version> PAL **Issue**> #20 — **96**
BEST ACTION TITLE Worth every bit of the hype.

ONI
Publisher> Take 2
Version> PAL **Issue**> #07 — **62**
Hi-tech combat lost in dull environments littered with crates.

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue**> #07 — **80**
Survival horror with the emphasis on carnage not tension.

ONIMISHA 2
Publisher> Capcom
Version> NTSC **Issue**> #22 — **89**
This time they've got it right: this is a perfect balance of strategy and combat.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08 — **68**
Compelling, but nowhere near *MGS2*.

PRISONER OF WAR
Publisher> Codemasters
Version> PAL **Issue**> #24 — **73**
Good idea and atmosphere, but slow-moving.

RESIDENT EVIL CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue**> #13 — **80**
This revisit to the zombie hell is familiar, but scary, stuff.

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue**> #13 — **56**
Visually inept at times, but still enough fun to interest.

SHADOW OF ZORRO
Publisher> Cryo
Version> PAL **Issue**> #20 — **35**
Interesting, but far too clumsy to be anything that approaches fun.

SHADOW MAN: 2ECOND COMING
Publisher> Acclaim
Version> PAL **Issue**> #20 — **68**
Brave, enjoyable but ultimately flawed.

SHIFTERS
Publisher> 3DO
Version> PAL **Issue**> #24 — **40**
Save your cash for *Onimusha 2*.

SILENT HILL 2
Publisher> Konami
Version> PAL **Issue**> #15 — **88**
If you can accept the short duration of this version, the impact is unrivalled.

SOUL REAVER 2
Publisher> Eidos
Version> PAL **Issue**> #17 — **78**
A total revamp – not fresh, but still tasty.

SPIDER-MAN: THE MOVIE
Publisher> Activision
Version> PAL **Issue**> #24 — **70**
Very hard in places but still good fun.

STATE OF EMERGENCY
Publisher> Take 2
Version> PAL **Issue**> #20 — **75**
Non-stop, entertaining violence that's just a bit too shallow.

THE MUMMY RETURNS
Publisher> Vivendi
Version> PAL **Issue**> #17 — **46**
Flawed controls and stilted gameplay. Not fun.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09 — **24**
This stinks. The bad level design is only the start of many, many problems.

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 — **59**
Average. Bland graphics and poor puzzles don't help, either

ZETTAI ZETSUMAI TOSHI
Publisher> Irem Software
Version> NTSC **Issue**> #24 — **78**
Dodgy control system, but generally very entertaining

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> #12 — **82**
Thoughtful, funny and addictively gentle.

ACTION-STRATEGY

CONFLICT ZONE
Publisher> Ubi Soft
Version> PAL **Issue>** #22 — 79
Cheap and pretty with legions of machines.

DROPSHIP
Publisher> Sony
Version> PAL **Issue>** #18 — 75
An explosive title with a frustrating difficulty level.

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue>** #04 — 78
Fast-paced action with excellent, but foggy, game structure.

DYNASTY WARRIORS 3
Publisher> Namco
Version> NTSC **Issue>** #20 — 71
A lack of innovation leaves this as just a decent update.

PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue>** #14 — 86
A rare combination of brains and guns – looks good, too.

ARCADE

18 WHEELER
Publisher> Acclaim
Version> PAL **Issue>** #19 — 36
Simplistic, one-dimensional and extremely dull racer.

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue>** #16 — 62
The lack of variety extinguishes the long-term appeal.

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue>** #10 — 80
Undeniably an incredibly addictive, but short, arcade hoot.

GAUNTLET
Publisher> Midway
Version> PAL **Issue>** #10 — 32
Best as a multi-player, but you'll all suffer together.

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue>** #02 — 29
An arcade-perfect conversion of a dull shoot-em-up.

SPY HUNTER
Publisher> Midway
Version> PAL **Issue>** #14 — 79
A beautifully crafted thrill with an undeniable sense of style.

SILPHEED
Publisher> Working Design
Version> PAL **Issue>** #03 — 51
Burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue>** #11 — 79
Not much depth, but lots of explosions, acrobatics and fun.

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001
Publisher> Capcom
Version> PAL **Issue>** #17 — 83
Probably the best 2D fighter ever.

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue>** #05 — 83
Comic bosoms are no substitute for solid two-player scraps.

GUILTY GEAR X
Publisher> Virgin Interactive
Version> PAL **Issue>** #17 — 78
Sparky, but not quite as good as *Capcom Vs SNK 2*.

KENGO
Publisher> Ubi Soft
Version> PAL **Issue>** #09 — 60
This could've been something special, instead it's dull.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue>** #05 — 79
A worthwhile update of an elderly series.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue>** #04 — 87
The genre-defining master of violence.

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue>** #11 — 66
A passable evening's rented entertainment.

VIRTUA FIGHTER 4
Publisher> Sony
Version> NTSC **Issue>** #20 — 87
BEST BEAT-EM-UP The most challenging fighter for ages.

WWF SMACKDOWN! JUST BRING IT
Publisher> THQ
Version> PAL **Issue>** #16 — 80
More a next-gen tweaking of *Know Your Role*.

BEMANI

BRITNEY'S DANCE BEAT
Publisher> THQ
Version> PAL **Issue>** #24 — 58
Too hard for kids and too repetitive for the rest of us.

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue>** #06 — 60
Lots of funny and genuinely impressive moments.

FREQUENCY
Publisher> SCEE
Version> PAL **Issue>** #23 — 83
Fast and furious button-mashing.

GITAROO MAN
Publisher> THQ
Version> PAL **Issue>** #22 — 79
Rythm action the way it should be.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue>** #10 — 50
Tiny Disney fans will enjoy it, however briefly.

MAD MAESTROS
Publisher> Eidos
Version> PAL **Issue>** #22 — 70
Entertaining, but not as inventive as *Gitaroo Man*.

PARAPPA THE RAPPER 2
Publisher> Sony
Version> NTSC **Issue>** #16 — 78
The sherbert-flavoured antidote to everything bleak on PS2

SPACE CHANNEL 5
Publisher> Sony
Version> PAL **Issue>** #20 — 56
Stylish, sci-fi candy bemani with frustrating, limited gameplay.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue>** #08 — 40
An essentially dull SUV racer.

ARCTIC THUNDER
Publisher> Midway
Version> PAL **Issue>** #16 — 58
Extremely average arcade shoot-and-race effort.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue>** #09 — 70
A pity SCEA couldn't have compromised on the realism.

BURNOUT
Publisher> Acclaim
Version> PAL **Issue>** #15 — 88
An ideal foil to *GT3*'s smart-arsed sensibilities.

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue>** #12 — 65
Relentless in action, but dodgy graphics let it down.

DOWNFORCE
Publisher> Titus
Version> PAL **Issue>** #23 — 64
Adequate F1 racing but a little too predictable.

DRIVEN
Publisher> bam! Entertainment
Version> PAL **Issue>** #17 — 46
Dumb, vacuous, tired and ultimately shallow.

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue>** #01 — 57
Over-realistic handling makes it damn-near unplayable.

EXTREME-G 3
Publisher> Acclaim
Version> PAL **Issue>** #13 — 60
Close, but absolutely miles away at the same time.

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue>** #09 — 84
A rewarding challenge for any race fan willing to rise to it.

F1 2001
Publisher> EA
Version> PAL **Issue>** #15 — 84
Accessible but with enough depth to keep F1 veterans busy.

F12002
Publisher> EA
Version> PAL **Issue>** #24 — 84
One of the most accessible simulators we've seen.

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue>** #05 — 47
A poor quality title – basically a PSone game on PS2.

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue>** #07 — 66
Fine – just don't expect too much of it.

G-SURFERS
Publisher> Midas
Version> PAL **Issue>** #16 — 49
Spend 40 quid on a Scalextric kit instead.

GRAN TURISMO 3
Publisher> Sony
Version> PAL **Issue>** #13 — 93
BEST RACING TITLE Astounds and challenges.

GRAN TURISMO CONCEPT
Publisher> Sony
Version> NTSC **Issue>** #19 — 80
New cars, but GT pros might feel short-changed.

GTC: AFRICA
Publisher> Rage
Version> PAL **Issue>** #16 — 74
Lovely to look at, but uninspiring to play.

JET ION GP
Publisher> Ubi Soft
Version> PAL **Issue>** #23 — 07
Worst PS2 game ever. 'Nuff said.

JET SKI RIDERS
Publisher> Eidos
Version> PAL **Issue>** #18 — 38
About as half as good as *Splashdown* in every respect.

LEGO RACERS 2
Publisher> Lego Software
Version> PAL **Issue>** #18 — 42
Simple racing for tots with some decent construction.

LE MANS 24 HOURS
Publisher> Infogrames
Version> PAL **Issue>** #12 — 73
Can't compete with *GT3* in an already crowded field.

LOONY TUNES SPACE RACE
Publisher> Infogrames
Version> PAL **Issue>** #19 — 65
Simple, but provides loads of smooth thrills and giggles.

LOTUS CHALLENGE
Publisher> Virgin Interactive
Version> PAL **Issue>** #16 — 60
Cloying controls, poor racing and frustrating challenges.

MASTER RALLYE
Publisher> Microids
Version> PAL **Issue>** #24 — 55
Fun but flawed – it smacks of an early release.

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue>** #03 — 72
Some nice touches that are sadly compromised by reality-check graphics.

MOTO GP2
Publisher> Namco
Version> PAL **Issue>** #19 — 71
Solid racing and a few added extras, but that doesn't make this one radical.

MX 2002
Publisher> THQ
Version> PAL **Issue>** #14 — 78
Not the fusion of racer and sim that it tries to be.

MX RIDER
Publisher> Atari
Version> PAL **Issue>** #15 — 62
An ordinary addition to an ordinary racing genre.

NY RACE
Publisher> Wanadoo
Version> PAL **Issue>** #17 — 40
Manages to enrage and bore at the same time..

PARIS-DAKAR RALLY
Publisher> Acclaim
Version> PAL **Issue>** #15 — 60
Intriguing racer with uninspired and tepid presentation.

PENNY RACERS
Publisher> Midas
Version> PAL **Issue>** #16 — 43
A bright and solid dinky racer. Cheap as well.

PRO RALLY 2002
Publisher> Ubi Soft
Version> PAL **Issue>** #22 — 68
Passable induction to rallying, but not as good as *WRC*.

RALLY CHAMPIONSHIP
Publisher> SCi
Version> PAL **Issue>** #24 — 56
An average game with the occasional bad bit.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue>** #04 — 56
A diverting racer that doesn't take itself too seriously.

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue>** #01 — 72
Fast, undeniably attractive and always fun to play.

RUMBLE RACING
Publisher> EA
Version> PAL **Issue>** #10 — 76
Arcade-style knockabout racing at its idiotic best.

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue>** #03 — 75
Not enough one-player depth to really engage.

SMUGGLER'S RUN 2: HOSTILE TERRITORY
Publisher> Take 2
Version> PAL **Issue>** #17 — 77
Too intense and samey.

SPLASHDOWN
Publisher> Atari
Version> PAL **Issue>** #16 — 75
High-adrenaline racing can't atone for the lack of innovation.

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue>** #11 — 45
A flawed karter despite having a diddy Darth Maul.

STUNT GP
Publisher> Titus
Version> PAL **Issue>** #16 — 38
We can't be arsed to play this again and neither will you.

SUPERCAR STREET CHALLENGE
Publisher> Activision
Version> PAL **Issue>** #18 — 36
Spend £30 on *Burnout* instead, this is a waste of time.

SUPER TRUCKS
Publisher> Jester Interactive
Version> PAL **Issue>** #22 — 45
Slow and bland – will only appeal to Super Truck fans.

TD OVERDRIVE
Publisher> Infogrames
Version> PAL **Issue>** #23 — 64
Fast and fun but lacks innovation.

TEST DRIVE: OFFROAD WIDE OPEN
Publisher> Infogrames
Version> PAL **Issue>** #16 — 44
No originality – it's more reliant on luck than skill.

THE FLINTSTONES: VIVA ROCK VEGAS
Publisher> Swing! Entertainment
Version> PAL **Issue>** #18 — 13
Utterly rubbish.

THE SIMPSONS ROAD RAGE
Publisher> EA

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

Version> PAL **Issue**> # 16 — **76**
Feels lightweight next to *Crazy Taxi*. But great design.

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue**> # 13 — **38**
No taunts, betting and revving up at the lights. Weak.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 — **62**
Like an attractive 3D *Pac-Man*, only in small cars.

VRALLY 3
Publisher> Infogrames
Version> PAL **Issue**> #24 — **81**
A solid satisfying racer.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue**> # 11 — **63**
Looks nice, but let down by some really annoying flaws.

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 — **71**
Frustrating controls make this an exasperating ride.

WIPEOUT FUSION
Publisher> Sony
Version> PAL **Issue**> # 19 — **73**
PS2 already has its killer apps, relegating this to a shiny sequel.

WORLD RALLY CHAMPIONSHIP
Publisher> SCEE
Version> PAL **Issue**> # 17 — **87**
Looks ace and handles brilliantly.

FIRST-PERSON SHOOTER

DEUX EX: THE CONSPIRACY
Publisher> Eidos
Version> PAL **Issue**> #22 — **88**
Clever, pacey and plot-heavy. Most detailed FPS yet.

HALF-LIFE
Publisher> Vivendi
Version> PAL **Issue**> # 16 — **90**
BEST FPS TITLE If you've not played it on PC it's a must.

JAMES BOND 007 IN... AGENT UNDER FIRE
Publisher> EA
Version> PAL **Issue**> # 17 — **88**
Every element thrown in so fast you can't help but enjoy it.

MEDAL OF HONOR: FRONTLINE
Publisher> EA
Version> PAL **Issue**> #23 — **89**
A supremely atmospheric and absorbing experience.

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 — **85**
Bridging the gap where *Unreal* ends and *TimeSplitters* begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> # 11 — **88**
An entertaining action adventure that's not without flaws.

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
Publisher> Capcom
Version> PAL **Issue**> #20 — **41**
Slow, tedious and about as chilling as a week-old kitten.

SOLDIER OF FORTUNE: GOLD EDITION
Publisher> Codemasters
Version> PAL **Issue**> #23 — **64**
A PC port that's a fraction of the game it should be.

STAR TREK VOYAGER: ELITE FORCE
Publisher> Codemasters
Version> PAL **Issue**> #23 — **75**
Frayed around the edges, but it plays tightly enough.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 — **86**
Great multi-player, challenges and Level Editor.

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL Issue> #07 — **82**
Excellent single-player mode. Fails badly in multi-player.

FLIGHT SIM

ACE COMBAT 4: SHATTERED SKIES
Publisher> Namco
Version> NTSC **Issue**> # 17 — **80**
Superb in places with some genuinely thrilling moments.

DRAGON RACE
Publisher> 3DO
Version> PAL **Issue**> #23 — **43**
Uninspiring, prosaic and lifeless.

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 — **79**
Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — **54**
Awkward controls, tiny arenas and spiteful difficulty.

ARMORED CORE 2: ANOTHER AGE
Publisher> Metro
Version> PAL **Issue**> #24 — **56**
Bigger does not mean better – there's just more flaws.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 — **70**
Big respect from us.

RING OF RED
Publisher> Konami
Version> PAL **Issue**> # 10 — **74**
Lush battles and loads of strategy – a bit like chess.

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 — **46**
A derivative title that's very average.

ROBOT WARS: ARENAS OF DESTRUCTION
Publisher> BBC
Version> PAL **Issue**> # 16 — **63**
Panic action that'll leave you grinning

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 — **84**
BEST MECH TITLE Short, but intense battling action.

PLATFORMER

CRASH BANDICOOT: THE WRATH OF CORTEX
Publisher> Vivendi
Version> PAL **Issue**> # 17 — **66**
Next-gen reworking of Crash's 32-bit past glories.

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — **35**
A lame game launching on the back of a successful film.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — **29**
Stunningly basic and enormously dull... even for kids.

EVIL TWIN: CYPRIEN'S CHRONICLES
Publisher> Ubi Soft
Version> PAL **Issue**> # 19 — **30**
Commits every platform sin and the plot's utterly baffling.

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> # 13 — **79**
Not classic due to a repetitive structure and short lifespan.

FROGGER
Publisher> KCEA
Version> PAL **Issue**> #22 — **25**
For easily impressed children only.

GIFT
Publisher> Acclaim
Version> PAL **Issue**> # 12 — **51**
More playable and less 'weird' would've helped.

JAK AND DAXTER
Publisher> Sony
Version> PAL **Issue**> # 18 — **85**
BEST PLATFORMER Massive, gently enthralling and fun.

KLONOA 2
Publisher> Namco
Version> PAL **Issue**> # 10 — **73**
Visually beautiful with well-machined gameplay.

MAXIMO
Publisher> Konami
Version> PAL **Issue**> #20 — **84**
Ace for hardcore gamers, but it is very tricky in places.

MONSTERS, INC.
Publisher> Sony
Version> PAL **Issue**> # 19 — **41**
Cunning use of cut-scenes don't make a decent game.

PETER PAN: LEGEND OF NEVERLAND
Publisher> Sony
Version> PAL **Issue**> #20 — **50**
A decent adventure for pre-school sprogs.

PORTAL RUNNER
Publisher> 3DO
Version> PAL **Issue**> # 16 — **55**
Masks solid platforming behind unbalanced level design.

RAYMAN
Publisher> Ubi Soft
Version> PAL **Issue**> # 18 — **48**
It's a blend of racer/platform/shooter... and it's a right old mess, too.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — **68**
The characters are for kids, the gameplay's for adults.

PUZZLE

AQUA AQUA
Publisher> SCI
Version> PAL **Issue**> #04 — **71**
A solid, if slightly small, puzzler.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01 — **85**
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun.

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue**> # 10 — **78**
Proves that puzzle games don't have to be just slotting blocks together.

MR MOSKEETO
Publisher> Eidos
Version> PAL **Issue**> #22 — **52**
Odd, boring and average. More strange than fun.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04 — **78**
Ultimately little more than a buffing of the classic game.

TETRIS WORLDS
Publisher> THQ
Version> PAL **Issue**> #23 — **32**
Pointless fingering of an old-skool puzzler.

THE WEAKEST LINK
Publisher> Activision
Version> PAL **Issue**> # 16 — **60**
Stinks of quality and does the job properly.

WHO WANTS TO BE A MILLIONAIRE 2
Publisher> Eidos
Version> PAL **Issue**> # 17 — **53**
If you're having a crap party then rent this.

RPG

DARK CLOUD
Publisher> Sony
Version> PAL **Issue**> # 11 — **81**
Manages to mould RPGs into something refreshing.

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue**> # 12 — **80**
Smells of entertainment rather than drudgery.

EVERBLUE
Publisher> Capcom
Version> PAL **Issue**> #24 — **51**
There's no excitement here at all. Put that cash away.

ETERNAL RING
Publisher> Agetec
Version> PAL **Issue**> #02 — **35**
An uninspired, sluggish RPG. Very poor.

FINAL FANTASY 10
Publisher> SCEE
Version> PAL **Issue**> #23 — **91**
BEST RPG The game that all the others want to be.

GRANDIA 2
Publisher> Ubi Soft
Version> PAL **Issue**> #23 — **45**
Dated and dire. The good combat system is wasted.

JADE COCOON 2
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — **70**
Solid-enough critter-battling gameplay.

KINGDOM HEARTS
Publisher> Square
Version> NTSC **Issue**> #23 — **87**
An enchanting action RPG, but a little too rambling.

KING'S FIELD: THE ANCIENT CITY
Publisher> Metro3D Inc.
Version> PAL **Issue**> #24 — **54**
Moody and incompetent RPG – only for hardcore fans.

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04 — **56**
A brash attempt to defy RPG with facile gameplay.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06 — **80**
Play through it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #07 — **70**
A game with massive aspirations.

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue**> # 11 — **47**
Encouraging, but looks terrible and it's very linear.

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue**> # 11 — **18**
Repetitive, flawed and utterly lamentable. Don't bother.

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue**> #09 — **40**
A lazy banged-together rehash of established concepts.

FIREBLADE
Publisher> Midway
Version> PAL **Issue**> #24 — **68**
Thrilling early on, but slack gameplay in stealth mode.

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue**> # 10 — **86**
Rammed with stuff to do, humour and significant extras.

IRON ACES 2
Publisher> Xicat Interactrive
Version> PAL **Issue**> #20 — **17**
A confusing travesty that looks absolutely terrible.

MOTOR MAYHEM
Publisher> Infogrames
Version> PAL **Issue**> # 15 — **63**
Big, dumb knockabout fun that plays like a diet *Twisted Metal*.

POLAROID PETE
Publisher> JVC
Version> PAL **Issue**> # 18 — **35**
A bizarre scrolling 2D snapper that lacks any substance.

POLICE 24/7
Publisher> Konami
Version> PAL **Issue**> # 19 — **49**
Only a pathetic 14 minutes long in Story mode.

REZ
Publisher> Sony
Version> PAL **Issue**> # 18 — **66**
Clever, but not half as innovative as it thinks it is.

SILENT SCOPE 2
Publisher> Konami
Version> PAL **Issue**> # 16 — **67**
After an evening with this you'll have had your fill.

STAR WARS: JEDI STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #22 — **80**
Accomplished, attractive, plot-driven and bloody good fun.

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #09 — 85
Atmospheric, exciting, and full of explosions.

TIME CRISIS 2
Publisher> Sony
Version> PAL **Issue**> #16 — 78
A fantastic coin-op conversion.

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos
Version> PAL **Issue**> #14 — 70
An explosive charge into occupied territory.

TOP GUN: COMBAT ZONE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 67
Limited, low-level, mission structure.

TWISTED METAL: BLACK
Publisher> Sony
Version> PAL **Issue**> #13 — 80
Fast and frenetic – we like the way this sick carnage plays.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06 — 69
It's basic and linear, but get into it and it's surprisingly fun.

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue**> #11 — 29
Halliwell-thin and totally inadequate gameplay.

SIM

ALEX FERGUSON'S PLAYER MANAGER
Publisher> 3DO
Version> PAL **Issue**> #15 — 65
Thorough and insightful like the man himself, but also likely to get up your nose after a while.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 — 68
Capable of running itself without any help from you.

SPORT

2002 FIFA WORLD CUP
Publisher> EA
Version> PAL **Issue**> #22 — 71
Nearly great but too much focus on individual flair.

AGGRESSIVE INLINE
Publisher> Acclaim
Version> PAL **Issue**> #24 — 83
Very entertaining. Almost a contender to the *Hawk* crown.

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue**> #10 — 72
A quality two-player game of hardball.

ALL-STAR BASEBALL 2003
Publisher> Acclaim
Version> PAL **Issue**> #23 — 74
Impressive gameplay, but a little pedestrian.

BASS STRIKE
Publisher> THQ
Version> PAL **Issue**> #18 — 64
A bit ropey looking and retro but competent.

CENTRE COURT HARDHITTER
Publisher> Midas
Version> PAL **Issue**> #19 — 62
Poor one-player – the four-player is ace, though.

CRICKET 2002
Publisher> EA
Version> PAL **Issue**> #18 — 41
A real ham-fisted effort that's rotten to look at and play.

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue**> #14 — 76
Bugs aside, this still has some impressive moves on PS2.

DAVID BECKHAM SOCCER
Publisher> Rage
Version> PAL **Issue**> #24 — 24
A tragic attempt at a footie game. Barely playable.

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #07 — 59
Solid, but let down by unforgivable graphical glitches.

ESPN NBA 2NIGHT 2002
Publisher> Konami
Version> PAL **Issue**> #24 — 72
Great graphics, but it still lags behind the NBA series.

ESPN INTERNATIONAL TRACK & FIELD
Publisher> Konami
Version> PAL **Issue**> #04 — 63
A jolt of bemani can't save it from looking tired.

ESPN INTERNATIONAL WINTER SPORTS
Publisher> Konami
Version> PAL **Issue**> #20 — 55
Immaculate presentation but lacking in any variety.

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09 — 68
Bang-up-to-date Marred by a reliance on character stats

ESPN X GAMES SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> #15 — 62
A flawed compromise of reality and fantasy.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04 — 70
The unforgiving learning curve may put the curious off.

ESPN WINTER X GAMES SNOWBOARDING 2
Publisher> Konami
Version> PAL **Issue**> #20 — 69
The authenticity's admirable, but the poor Career mode isn't

FIFA 2002
Publisher> EA
Version> PAL **Issue**> #16 — 69
Flawed play and patchy presentation.

G1 JOCKEY
Publisher> THQ
Version> PAL **Issue**> #22 — 39
Joyless horse racing sim, without polish or imagination.

HIGH HEAT MAJOR LEAGUE BASEBALL 2003
Publisher> 3DO
Version> PAL **Issue**> #24 — 71
An arcadey alternative to *All-Star.*

INTERNATIONAL CUE CLUB
Publisher> Midas Interactive
Version> PAL **Issue**> #24 — 56
No PS2 magic here, but at £15 a pop, who cares?

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue**> #12 — 07
A simply rubbish game, repackaged and aimed at young fans. Arse.

ISS2
Publisher> Konami
Version> PAL **Issue**> #22 — 55
Full of promise, but delivers a poor performance.

JONNY MOSELEY MAD TRIX
Publisher> 3DO
Version> PAL **Issue**> #20 — 38
About as mad as a pair of brown brogues. Very dull.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07 — 79
Compromised by some nasty graphical glitches.

LAKEMASTERS EX
Publisher> Midas Games
Version> PAL **Issue**> #22 — 36
Half the price of *Bass Strike*, and half the game as well.

LEGENDS OF WRESTLING
Publisher> Acclaim
Version> PAL **Issue**> #18 — 71
For veteran 'smart marks' – fantastic. A worthwhile effort.

LE TOUR DE FRANCE
Publisher> Konami
Version> PAL **Issue**> #23 — 75
Engaging, but not to everyone's taste.

LMA MANAGER
Publisher> Codemasters
Version> PAL **Issue**> #22 — 86
The best football management sim you can get for PS2.

MADDEN NFL 2002
Publisher> EA Sports
Version> PAL **Issue**> #15 — 87
If you own *Madden 2001*, it's definitely time for a trade-in.

MIKE TYSON HEAVYWEIGHT BOXING
Publisher> Codemasters
Version> PAL **Issue**> #23 — 61
No match for *Knockout*.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #07 — 72
A mostly successful translation.

NBA LIVE 2002
Publisher> EA
Version> PAL **Issue**> #17 — 70
Legible tattoos don't enhance a simple roster update.

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #07 — 70
As fun as the *NBA Jam* series ever was.

NBA STREET
Publisher> EA
Version> PAL **Issue**> #11 — 74
A funky take on basketball that's hard-hitting instant fun.

NHL 2002
Publisher> EA
Version> PAL **Issue**> #15 — 70
The gameplay's tight and the visors shiny.

NHL HITZ 2002
Publisher> Midway
Version> PAL **Issue**> #16 — 72
A belting title that transcends its steep learning curve

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05 — 45
Skimps in the areas it should be concentrating on.

PRO EVOLUTION SOCCER
Publisher> Konami
Version> PAL **Issue**> #16 — 95
BEST FOOTBALL TITLE Faultless footy. Crap commentary.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04 — 82
Boxing that looks good and makes you laugh.

RED CARD
Publisher> Midway
Version> PAL **Issue**> #23 — 80
Arcade-paced action – not as good as *Pro Evolution*.

RUGBY
Publisher> EA
Version> PAL **Issue**> #10 — 80
A damn fine – if a little simple at times – game of rugby.

SALT LAKE 2002
Publisher> Eidos
Version> PAL **Issue**> #19 — 39
None of the punch of an arcade game or any sim substance.

SHAUN PALMER'S PRO SNOWBOADER
Publisher> Activision
Version> PAL **Issue**> #18 — 35
Lacks the flair and playability of both *Tricky* and *THPS3*.

SMASH COURT TENNIS: PRO TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #23 — 87
Up there with the best sports titles on PS2

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 — 68
Capable of running itself without any help from you.

SSX TRICKY
Publisher> EA
Version> PAL **Issue**> #16 — 95
Very cool. Compulsive gameplay and riotous effects.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05 — 70
A round of golf with ludicrous cartoon characters.

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue**> #14 — 71
Deceptive playability with some excellent detailing.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08 — 72
It captures the feel and emotion of golf perfectly.

TONY HAWK'S PRO SKATER 3
Publisher>Activision
Version> PAL **Issue**> #17 — 96
A trick-packed, brilliantly-realised challenge.

TOP ANGLER
Publisher> Xicat Interactive
Version> PAL **Issue**> #22 — 22
Don't waste your cash – this plays like a damp dog.

UEFA CHALLENGE
Publisher> Infogrames
Version> PAL **Issue**> #12 — 56
Stilted animation and odd ball movement. Shame.

UEFA CHAMPIONS LEAGUE 2001/02
Publisher> Take Two
Version> PAL **Issue**> #18 — 48
A competent footy game overwhelmed by irritating flaws.

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue**> #14 — 80
This realistic boxer falls just short of greatness.

WINNING ELEVEN 6
Publisher> Konami
Version> NTSC **Issue**> #24 — 93
The most divinely-balanced, free-flowing footie game ever.

WORLD CHAMPIONSHIP SNOOKER 2002
Publisher> Codemasters
Version> PAL **Issue**> #14 — 76
Captures the atmosphere and realism of the game.

WTA TOUR TENNIS
Publisher> Konami
Version> PAL **Issue**> #23 — 36
Woefully inept attempt at tarting up dull tennis.

STRATEGY

AGE OF EMPIRES 2
Publisher> Konami
Version> PAL **Issue**> #15 — 76
Overflowing with tactical subtlety.

ARMY MEN R.T.S
Publisher> 3DO
Version> PAL **Issue**> #24 — 56
The one-dimensional combat melts any long-term appeal.

COMMANDOS 2: MEN OF COURAGE
Publisher> Eidos
Version> PAL **Issue**> #24 — 79
A gripping balance of action and strategy.

KESSEN
Publisher> EA
Version> PAL **Issue**> #05 — 74
Takes Japanese strategy into the major league.

KESSEN 2
Publisher> KOEI
Version> NTSC **Issue**> #20 — 66
Looks epic but lacks depth One for RTS fans.

UTILITY

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue**> #10 — 90
If there's music in your soul, this disc belongs in your PS2.

MUSIC MAKER
Publisher> FastTrak
Version> PAL **Issue**> #19 — 23
No reason to part with 40 quid. Poorly executed. But the brutally naff video generating element's a laugh for about five minutes. Unleash the dancing cops...

REMEMBER...

Absolute PS2 is fat with games, including all the games you should be considering and all the lemons that you should steer well clear of. You shouldn't even consider a purchase until you've got the only opinion on PS2 gaming that matters. Don't forget to see the DVD for our must buys...

KAZ HIRAI, E3 2000: Holding a PS2 and hard drive add-on. Things were looking good...

KAZ HIRAI, E3 2001: One year later and he's still at it - he's even wearing the same shirt.

KAZ HIRAI, E3 2002: Two years later Kaz is still holding boxes aloft and promising the earth.

BROADBAND

PS2'S FIRST MISTAKE?

Broadband is the future – but what's the hold-up? Will the PS2 network be Sony's greatest creation or their first big mistake...

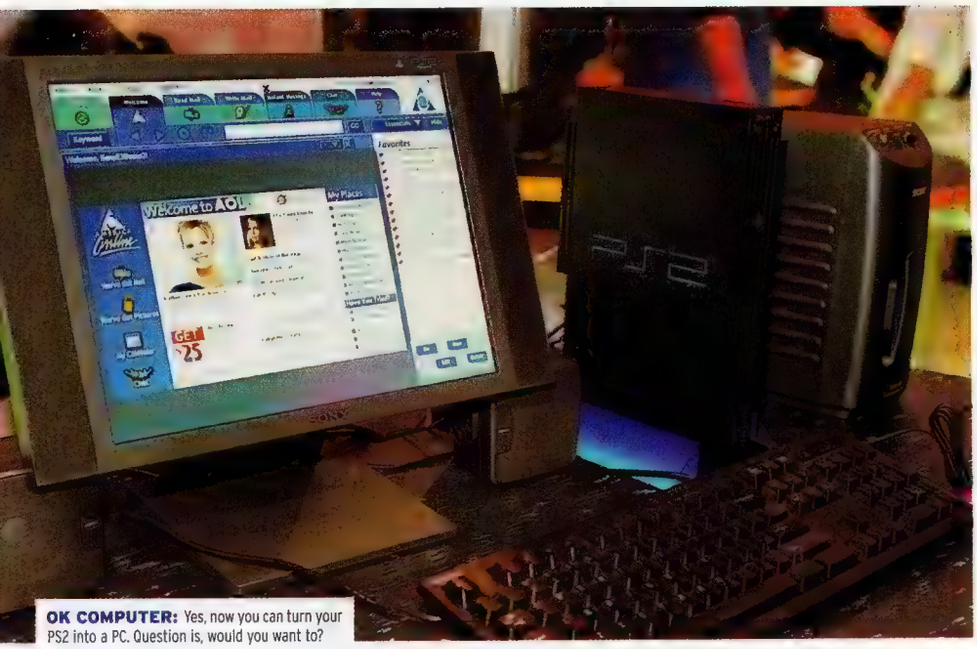
Broadband. It's supposed to be the solution to all our wants and there's no denying that the idea of any video, music or games your require appearing on your screen in an instant is a salivatory idea. Unfortunately this is one future vision that, rather than getting closer, actually seems to be moving further away.

Key to this scenario is Sony's unwillingness to lock down how the PS2 broadband network is actually going to work. Forget that – even how much it'll be, when it'll be launched and the look and feel of the actual devices themselves is still open to question. It's now got to the stage where rather than sit and wait for some invisible technical breakthrough to occur we have to start to question the dedication and talent of the backroom boys and the power of the hardware. Things seem to be rotten in the state of PS2 broadband.

If it doesn't happen soon we fear it could never happen at all... ▶

WHAT IS BROADBAND?

You hear it all the time. Broadband this, broadband that... What's it all about?



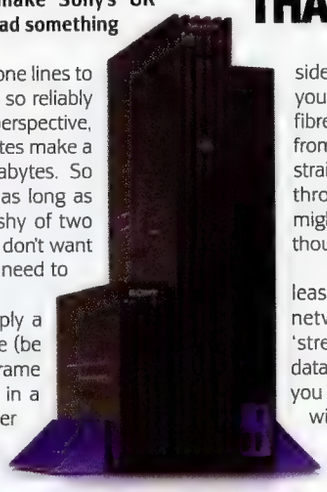
OK COMPUTER: Yes, now you can turn your PS2 into a PC. Question is, would you want to?

AUTO EROTICA: Rumour has it that *Auto Modellista's* on-line mode is being shelved.

Broadband has become the generic term for anything 'faster' or 'better' than what we have now. Telewest, the TV and phone company currently playing catch-up with Sky, has renamed itself Telewest Broadband. The fact that it has the exclusive contract to make Sony's UK broadband dream become reality probably had something to do with the switch.

At the present most of us have to use phone lines to transmit information – and they can only do so reliably at 56k a second. Just to get things into perspective, 1024k makes a megabyte and 1000 megabytes make a gigabyte and a DVD can contain nine gigabytes. So transferring a DVD worth of info could take as long as 2808 minutes – or 46.8 hours. That's just shy of two days. Clearly if you want to watch a DVD you don't want to be drip-fed frames over two days. Things need to get faster.

Broadband isn't anything clever. It's simply a direct connection between your home device (be it PS2 or computer) and the source mainframe (most likely some kind of giant data server in a bunker in Crawley). The clever bit is that rather than having the super computer in your living room and plugging in via a lead from one side of the room to another, you can plug in via a vast fibre-optic network leading from a socket in your wall straight to the mainframe's throbbing heart, which might be hundreds – even thousands – of miles away.



That's the theory at least. Also, broadband networks are capable of 'streaming' (ie, supplying data fast enough to allow you to watch content 'live' without having to download the whole thing first) this data fast enough to allow you to watch video at 'near DVD quality' levels. We're talking about the rate of data transfer that you currently get from your Sky or cable TV box – that's about a megabyte per second. The quality *isn't* DVD but, if you've ever watched a video stream at 56k on a PC, we're sure you'll agree that it's good enough for all but the most picky viewer.

There are two obstacles to progress however. One is achieving this 1Mb per second transfer rate on PS2. Current 'broadband' packages average out at 512k per second transfer rates, and some so-called 'broadband's can only reliably offer 256k. Telewest Broadband's brand new Internet package does boast that 1Mb data transfer rate but you have to pay £50 connection fee and £35 a month forever after for the privilege. Expect similar prices for PS2.

But the main problem is getting enough people to get *any* kind of broadband socket in their living room. Not only do you have to live in the right place (close enough to jack into an existing under-pavement fibre-optic network – so forget it if you live on the Shetlands) but you have to pay for connection (a guy coming round your house and drilling a hole in your wall), you have to pay for new hardware (to sit between your PS2 and this socket in the wall) and then you have to pay a monthly fee too. And all this effort and expense to experience something that its creators are still yet to adequately explain, short of being able to play *Tony Hawk's 4* with someone in America. And it's going to be a long time before killer apps appear (see figure 1).

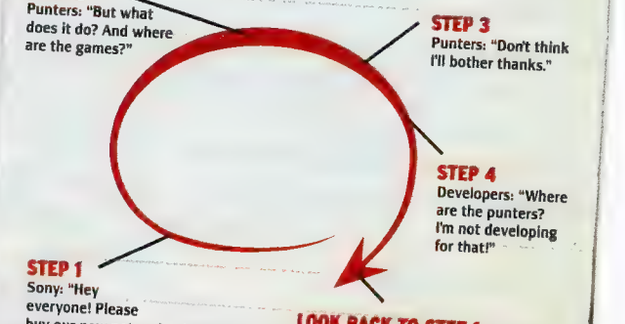
"BROADBAND HAS BECOME THE GENERIC TERM FOR ANYTHING 'FASTER' OR 'BETTER' THAN WHAT WE HAVE NOW"

INTER NET: *THPS4* will feature extensive on-line skills, building on the groundbreaking features in *THPS3*.

figure 1

THE NEW TECHNOLOGY TRAP – CAN SONY BREAK OUT?

It's the age old problem – punters won't buy a new add-on if there's no games for it, and developers won't make games for it unless there's enough punters. D'oh!


STEP 1
Sony: "Hey everyone! Please buy our new network adaptor!"
STEP 2
Punters: "But what does it do? And where are the games?"
STEP 3
Punters: "Don't think I'll bother thanks."
STEP 4
Developers: "Where are the punters? I'm not developing for that!"
LOOK BACK TO STEP 1

SPLIT SCREEN: While *TimeSplitters 2*'s four-player mode is in the bag, on-line might not happen.

ARE YOU GOING TO BE ONE OF THE EARLY ADOPTERS PARTING WITH A HUNDRED QUID UP FRONT AND £25 A MONTH TO PLAY GAMES AGAINST PEOPLE YOU DON'T KNOW?

It's a similar problem the old Post Office had trying to get you to have a phone socket in your home. But in that case the benefits were far more obvious – get a phone and you can talk to anyone, anywhere in the world, without leaving your house. Compare that to, get broadband and 'everything will be great and really cool at some undetermined time in the future'.

Sure, broadband will have its day but are you going to be one of the early adopters parting with a hundred or so quid up front and £25 a month for life to play games against people you don't know and watch a few movies at sub-DVD quality? Exactly.

THE HARDWARE

Sony's PlayStation 2 network dream involves not just one, but two different pieces of hardware...

THE NETWORK ADAPTOR

The Adaptor is a combination of analogue modem (like you get built into every PC) and Ethernet unit (like you get on PC networks or in the homes of PC punters keen to make their smut download faster).

The idea is that, regardless of which connection you have at home, the same unit will do the job and supply the same service for you. Sony reckon there'll be enough stuff to do and enjoy at analogue 56k via your phone line, then you can upgrade later. Game makers seem far less keen however, with *SOCOM* (the first game available) and *TimeSplitters 2* (if it actually does feature network compatibility) both only broadband compatible. – the job trying to make them work on 56k being too much to take on board.

It can plug into your PS2 directly (without the hard drive unit) or connect to the hard drive and PS2. Precise details of how and why you would do this are still disappointingly sketchy.

THE HARD DRIVE

The hard drive is a paperback-sized block that fits inside your PS2 (rather than the Japanese external unit pictured opposite). Open the 'Expansion Bay' on the back of your PS2 and have a look. Currently the drive is to be a 40Gb unit (ie, pretty sizey) and at present is only available in Japan. There's a real drought of games that use it however, with *FF10* (eliminating loading times by spinning upcoming data onto the drive in advance) and *FF11* being the only hit titles to bother with it.

DEVELOPERS SPEAK

We're not the only ones left in limbo, however – spare a thought, if you will, for the developers making on-line games for a network that isn't actually finished yet.

We spoke with Karl Hilton, Director of Free Radical Design and a major player on *TimeSplitters 2*, currently one of Sony's star on-line games.

"Will *TimeSplitters 2* be on-line? That's a question for Sony," he told us. "The software's all there – the problem is whether Sony are ready for their launch, and at the moment they aren't. We've run software on-line, we can run on-line if we're given the opportunity to do it, but the rest of it's down to Sony, and it doesn't look like it's going to happen.

"It takes time, the amount of testing that's involved in any on-line game is horrendous. We've got i-link, and we've got the LAN thing going. But it's a lot more fun to play with someone in the same room anyway, rather than with someone who's called himself 'Terminator 2000' somewhere.

"It's something we're very interested in, we'd love to do it, we have the software to do it. I suspect *TS3* will be on-line, but that's two years down the line. If there is a *TS3*."

It's not pleasant reading and we're hoping and praying that the *TimeSplitters 2* team will still have time to put the on-line features into the game, but Sony being unable to tell them how it's going to work in the future and what exactly will be required isn't helping.

Jamie McDonald, the Director of the London studio of SCEE, and the man behind *Hardware*, the Sony Europe on-line game, told us: "At present we've got 16 players working over the network. One of our ideas at the moment is to have *Hardware* as part of the package when you sign on to the broadband network service. The network will be launched towards the end of this year. We're already working very closely with Telewest in the UK so it's real, it's happening.

"The thing is that there are lots of uncertainties because we've got a lot of territories to cover in Europe but our plans are well advanced and we're very excited about it."

Optimistic words from the Sony in-house man. But with rumours now surfacing about the delaying of or removal of on-line features from *Auto Modellista* (Capcom's cell-shading driving game) and talk of delays of *Gran Turismo On-line* to late 2003, the network's early days are looking bleak.

SO WHAT WILL HAPPEN?

One thing's for certain. Sony aren't adopting a global strategy for their broadband plans. Each territory is getting packages tailored to each area – each representing what they think the residents of each area want. And they don't seem to think UK gamers are that demanding...

THE JAPANESE NETWORK

It's easy to mock and moan about the network not actually existing but in Japan, at least it's up and running right now – albeit with just the one piece of software, *Final Fantasy 11*. And even then it's not so much 'running' as 'chugging'...

When *Final Fantasy 10* was released in Japan last July it sold two million copies in a single day. However, when *Final Fantasy 11* was released on May 16th it shifted only 10,000 copies. The need for the hard drive unit (available separately – and in short supply), the network adaptor (available separately), an existing Internet connection, the payment of a monthly subscription fee to the PlayOnline service, and the question of whether you like a mouse and a keyboard, has obviously scared off more than a few former *Fantasy* fans.

Then the game needs installing on the hard drive, a corrective patch downloading and running, and the PlayOnline connection configuring. Then, after

"WORSE WAS STILL TO COME AS ALL THE PLAYERS LUCKY ENOUGH, RICH ENOUGH AND PATIENT ENOUGH TO PLAY ENCOUNTERED COMPLETE INABILITY TO LOG IN"

FINALLY WORKING: After major launch headaches *FF11* is up and running.

that, worse was still to come for the Japanese, as all the players lucky enough, rich enough and patient enough to play encountered complete inability to log in. That is, they were unable to play the game at all.

Square quickly ramped up their servers and waived the fee for the first month but our Japanese correspondents are – at the time of writing – *still* reporting difficulty logging in when they want to play, and suffer occasional complete freezes in the action as the network chugs to catch up with recent events.

Not a good start. Here's hoping *Auto Modellista*, *GT On-line* and *Resident Evil On-line* have a less traumatic birth.

THE AMERICAN NETWORK

This is still being mooted to kick-off in August. Currently there's no mention of the hard drive unit going on sale. The focus here is on the network adaptor unit – promised for a mere $40.

There'll be one game available from launch, *SOCOM: US Navy Seals*, the on-line team-based fps with the promise of such titles as *Madden NFL 2003* and *Tribes Aerial Assault* due in the future. *SOCOM* will be priced at $50, coming with a headset allowing you to talk to other players. Pretty cool, but it's worth noting that despite the adaptor

TRIBE CALLED QUEST: *Tribes Aerial Assault* is another on-line shooter for PS2.

SYSTEM FAILURE: A LESSON FROM HISTORY

Expanding the PS2 sounds like such a good idea. But it can all go horribly wrong...

1) SEGA MEGA CD

Sega's Mega CD bolted a CD drive directly onto their crusty console. The result for the punter was lots of games with scratchy FMV intros and CD audio soundtracks...

Failed because: It was £299

2) SEGA 32X

Couldn't afford a PlayStation? Then you had the option to force your Mega Drive into the 32-bit world by jamming something akin to a deadly black mushroom into its cartridge slot...

Failed because: Hardly any games

3) THE NINTENDO 64DD

Not only did it play new 8-track-like game cartridges but it allowed you to connect to a network via a system of carts, leads, connections, subscriptions and phone bills.

Failed because: No-one understood it

4) THE DREAMCAST

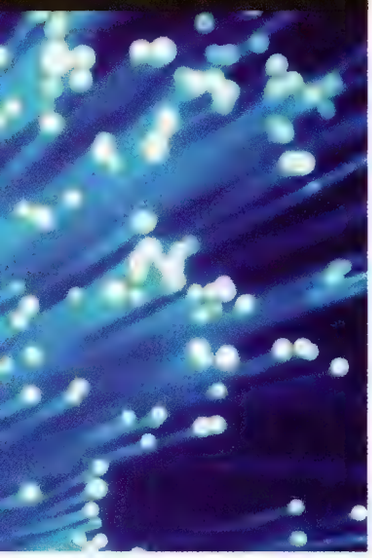
Okay, not an expansion as such, but still a failure. It had nice games, it came at a nice price and it was the first console to offer Internet connectivity and multi-player on-line gaming built in.

Failed because: No-one rightly knows

SOCOM BY AHH: Sony America's first game comes complete with a headset mike.

TWISTED SISTER: Sony are making a new version of *Twisted Metal* with on-line modes.

SOCOM AND SEE: Only got 56k? Shame. You currently need a broadband connection to play.



working in both 56K and broadband modes, *SOCOM* only supports broadband, so if you buy the unit with only a phone socket at home you won't be able to play anything.

You will be able to get on-line however and surf the Net via the famous Netscape browser. There's also the option to send and receive e-mail, although the storing of mail is still in question given the complete lack of hard drive details, though presumably the unit must go on sale before *Final Fantasy 11* hits the shops. And work with the network adaptor.

The adaptor pack also contains a mail-in coupon which will allow you to exchange your existing copy of *Twisted Metal Black* for the on-line version of the game – when it becomes available.

Interestingly (and perhaps annoyingly), rather than offer one clear, clean-cut connection option like in Japan, you can use your existing connection. There's even the option to subscribe to a range of ISPs via a disc in the box. Sony seem very keen to allow the existing Internet community to worry about the connection and service side of things (perhaps put into play after the problems in Japan) leaving them to get on with the business of games. However a few more of those wouldn't go amiss...

THE UK NETWORK

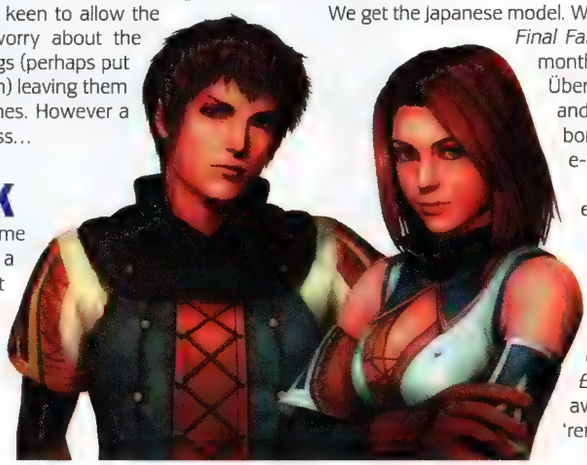
With Sony currently unwilling to come clean, it leaves us to speculate (in a highly knowledgeable way) about how the network will pan out in the UK (at some date yet to be determined).

SCENARIO 1

We get the US model. We can go and buy a network adaptor for around £40-ish. We can take it home, plug it into our PS2. We then tap in the phone number, log in the name and password of our existing Internet Service Provider (ISP) and get on the Net. Alternatively, we can choose one of the built-in options and set up a brand new account with one of Sony's partners. Once there we can surf the Net, and send and receive e-mail. Hell, there might even be a 56k compatible game we can play too.

But if you're lucky enough to have a broadband socket at home already, you can plug into that socket instead. The Net goes much faster and you can actually play the games that are released.

At some stage the hard drive will go on sale, although no-one knows what to do with it besides store downloads, rip CDs and play the ubiquitous *Final Fantasy 11*.



SCENARIO 2

We get the Japanese model. We buy a hard drive, network adaptor and *Final Fantasy 11* (total price £200+). We pay a monthly fee to be connected to Sony's PS2 Überserver (along with those phone bills) and play *Final Fantasy 11*. When we're bored of that we can surf the Net and send e-mail too.

We can then go broadband later, and, er... do exactly the same. But faster.

SCENARIO 3 – PSM2'S CHOICE

The hard drive and the network adaptor are packaged together. This complete unit is then not bought (that £200+ price tag would scare everyone away) but 'rented' monthly, just like you 'rent' your Sky box.

You agree to rent this hard drive and network adaptor, and you can easily sign a contract for them in any high street store. You pay, say, £50 up front as a connection fee. A nice Telewest man then comes round and wires up a broadband socket for you and drops off your hardware.

Your PS2 then plugs into this socket (none of that slow messy 56k analogue business for us lot) and you can play all the games that feature network options, surf the Net (at top-notch broadband speed), send and receive e-mail and download exclusive stuff to your PS2 hard drive from the Sony master-computer. Yes!

You pay, perhaps, £20 a month and everything works just fine.

SCENARIO 4

Sony decides that no-one in the UK gives a monkeys about on-line console gaming. They decide that no-one will buy it, there's no money in it and they'll look stupid. Instead, they continue working on the totally broadband, totally on-line PS3 and consign plans for a UK PS2 network to the technobin. Please, Lord, don't let this happen... PSM2

"SONY DECIDES THAT NO-ONE IN THE UK GIVES A MONKEYS ABOUT ON-LINE CONSOLE GAMING. THEY DECIDE THAT NO-ONE WILL BUY IT AND THEY'LL LOOK STUPID"

HARD TARGET: *Hardware* is Sony Europe's first on-line offering for PS2.

HARDLY NEW: It's based on *Dropship* – but at least you'll get it free when you sign up.

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

プロヒント

トクセンジョウホウ

HMMM... UP, DOWN, LEFT, RIGHT... THEN ⊗... DAMN DAMN DAMN.

MARCUS

Oh, hello. You've caught me at a particularly interesting moment. Just a few seconds more and. no... damn it. One more try. yes? No. Curses.

It's not easy finding cheats you know. Every month we set aside a few days to write these pages and discover all the cheats for them. It's no mean feat. Other mags may prefer to get their cheats from the Internet. Or more often than not copy them from the pages of PSM2. We prefer to make all our cheats the old fashioned way.

It's quite simple really. Every month we take every game and proceed to press every possible combination of buttons in the hope that something will happen. We usually start with the easy ones: Up, Down, Left, Right then ⊗. Then we hold down all four shoulder buttons at the Start menu. Sometimes even the old 'Quarter D-pad turn towards and fire' comes up trumps. Let's just give that a try. And. Nothing.

When we get bored of button holding. Which, to be honest, doesn't take too long, we like to type random words into high score tables. 'Unlock'. nothing. 'OpenAllLevels'. Nothing.

It's frustrating work mostly but the occasional victory keeps you going. I remember when Joel typed 'Backdoor' into *Tony Hawk's 3* and unlocked the extra skaters. Man, we partied hard that night!

As you can see we've been particularly busy with *LMA Manager* and *Final Fantasy 10* this month. And a few others too. We haven't slept for weeks, actually. Now if only we could unlock that Big Head Mode in *Akira Psycho Ball*. Up, down, right, left. Fudge.

NEED HELP?

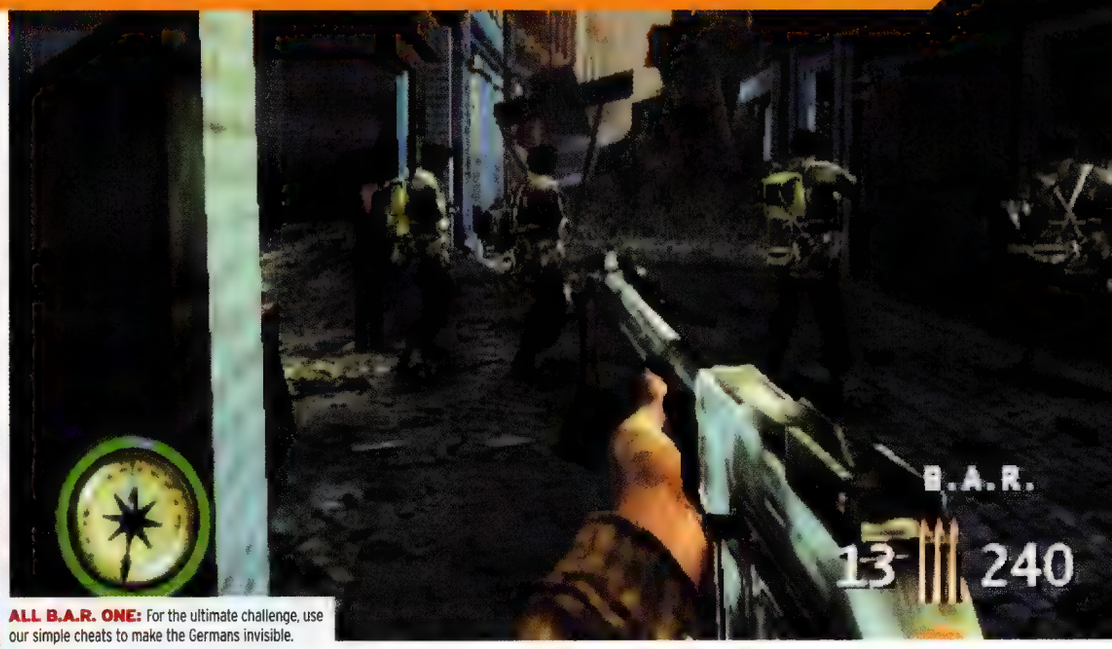
Are you cack-handed at Kessen? Boarding like a berk in SSX? Or have you got some advice you'd like to give to other readers? Then e-mail us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?



ALL B.A.R. ONE: For the ultimate challenge, use our simple cheats to make the Germans invisible.

›the pick of what's new トクセンジョウホウ

HOT TIPS

Smash those crisps and dig out your swimmies... it's time to get bendy with PSM2's cheat crunchies.

MEDAL OF HONOR: FRONTLINE

Cheats never prosper, so don't go *over the top* with these formidable codes. Ho ho ho. Oh, never mind.

Infinite ammunition
Pause the game and then press: ◎, L2, ⊗, L1, SELECT, R2, △, SELECT

The following codes are to be entered at the Enigma Machine. If the cheat has been entered correctly, green lights will flash. Select the Bonus option underneath the machine to enable/disable these codes.

Bullet Shield mode
Enter "BULLETZAP"
Men with hats
Enter "HABRDASHR"
Making Of D-Day FMV sequence
Enter "BACKSTAGEO"
Making Of Needle In A Hay Stack FMV sequence
Enter "BACKSTAGER"
Making Of Several Bridges Too Far FMV sequence
Enter "BACKSTAGEF"
Making Of The Horten's Nest FMV sequence
Enter "BACKSTAGES"
Complete current mission with a Gold Star
Enter "MONKEY"
Complete previous mission with Gold Star
Enter "TIMEWARP"
Mission 2
Enter "ORANGUTAN" to unlock the Storm in the Port mission

TIP OF THE MORNIN'

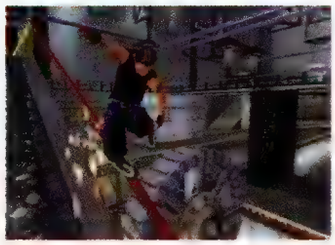
SLED STORM

With the World Cup a distant memory and summer chugging away like an asthmatic sumo, the last thing we need is snow. To unlock all the characters, sleds and tracks – including a few *SSX* faves – hold L1 and R1 at the Press Start screen and tap out ○, □, ↑, ○, △, ↓. Quick, the sun's out... let's strip like builders.

Mission 3
Enter "BABOON" to unlock the Needle in a Hay Stack mission
Mission 4
Enter "CHIMP" to unlock mission 4
Mission 5
Enter "LEMUR" to unlock the Rolling Thunder mission
Mission 6
Enter "GORILLA" to unlock the Horten's Nest mission
Silver Bullet mode
Enter "WHATYOUGET" to kill enemies with one shot
Rubber Grenade mode
Enter "BOING"
Snipe-O-Rama mode
Enter "LONGSHOT". This lets all guns to be zoomed in like the sniper rifle
Perfectionist
Enter "URTHEMAN". This cheat lets the Nazis kill you with one shot
Achilles' Head mode
Enter "GLASSJAW". Nazi's can only be killed with a headshot
Invisible enemies
Enter "WHERERU". All you can see are the enemies' guns and helmets
Secret medal
Complete the game with a Gold Star in every mission to receive the EA LA Medal of Valor
Translation
Enter the options menu and turn on the subtitles to understand German

AGGRESSIVE INLINE

Seems we upset a few people by suggesting that rollerblading is the, er, 'puffiest' of all extreme sports. Just to set the record straight, we'd like to confirm that yes, it is. Skateboarding is miles better. Enter these codes at the Cheats screen in the Options menu.
Perfect handplants
Enter JUSTINBAILEY



END OF THE LINE: You can slide to your heart's content with our Perfect Grind code.

Perfect grinds
Enter BIGUPYASELF
Super Spin
Enter ←, ←, ←, ←, →, →, →, →, ←, →, ←, →, ↑ as a password
Never die
Enter KHUFU
Juice regeneration
Enter ←, ←, →, →, ←, →, ↓, ↑, ↑, ↓, AI as a password
Level select, all park editor objects, full stats
Enter ↑, ↑, ↓, ↓, ←, →, ←, →, BABA as a password

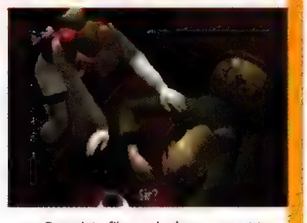
KEEPING IT WHEEL: Or, er, not, as the case may be. Enter the super spin cheat for rotating madness.

All characters
Enter ↓, →, →, ↓, ←, ↓, ←, ↓, →, →, → as a password
Perfect manuals
Enter QUEZDONTSLEEP
Low gravity wallrides
Enter ↑, ↓, ↑, ↓, ←, →, ←, →, ABABS as a password
Juice Bar Always Full
Enter BAKABAKA
All Keys
Enter SKELETON

DEAD MAN WALKEN

Christ. That's the last of the good puns, then. You watch – next issue, we'll be down to Walken On Broken Glass, or Walken With Dinosaurs, or something. Still, let's enjoy this one while it lasts, eh?

"Hello. Y'know, when I played the Headless Horseman, I got used to being an undead spectre, which helped out when I was... playing *Shadow of Memories*. To get the EX ending, get all the other endings and save at the end of the game. When the title... *screen* shows up, there should be some new music instead of the old one. Now load your Complete file, and when you get to choose what to say, choose "Am I dead again?.." then "Oh, Homonculus". This will trigger. . the extra... *chapter*.



AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2
You must enter the M code for these AR2 codes to work.

FINAL FANTASY 10 (M)
0E3C7DF2
1853E59E
EE842FEE
BCD67D0A

Sensor
CEAD2570
BCA91B83

Master thief
CEAD2570
BCA91B99

First strike
CEAD2570
BCA91B84

Gillionaire
CEAD2570
BCA91B9D

Initiative
CEAD2570
BCA91B85

Hp stroll
CEAD2570
BCA91B9E

Counter attack
CEAD2570
BCA91B86

Mp stroll
CEAD2570
BCA91B9F

Evade and counter
CEAD2570
BCA91B87

No encounters
CEAD2570
BCA91BA0

Magic counter
CEAD2570
BCA91B88

Firestrike
CEAD2570
BCA91BA1

Magic booster
CEAD2570
BCA91B89

Fireproof
CEAD2570
BCA91BA3

Alchemy
CEAD2570
BCA91B8A

Fire eater
CEAD2570
BCA91BA4

Auto potion
CEAD2570
BCA91B8B

Icestrike
CEAD2570
BCA91BA5

Auto-phoenix
CEAD2570
BCA91B8D

Ice proof
CEAD2570
BCA91BA7

Half mp cost
CEAD2570
BCA91B8F

Ice eater
CEAD2570
BCA91BA8

Triple overdrive
CEAD2570
BCA91B92

Waterstrike
CEAD2570
BCA91BAD

SOS overdrive
CEAD2570
BCA91B93

Waterward
CEAD2570
BCA91BAE

Overdrive AP
CEAD2570
BCA91B94

Waterproof
CEAD2570
BCA91BAF

Triple AP
CEAD2570
BCA91B96

Watereater
CEAD2570
BCA91BB0

No AP
CEAD2570
BCA91B97

Deathproof
CEAD2570
BCA91BB3

Deathward
CEAD2570
BCA91BB4

TEST A GERMAN OFFICER

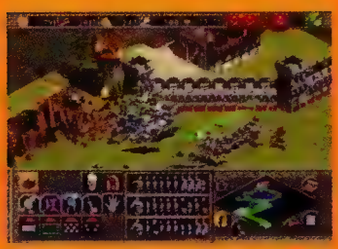
PSM2 challenges that famous Teutonic efficiency to stump up some cheatery.

THE UNKNOWN BLUNTMAN: Watch out for hidden in-jokes involving farting.

EMPIRE STRIKES BACK

Dear PSM2,
I'm a bit stuck on *Age of Empires 2*. I can barely get started before my enemies stomp all over me. Can you give me some beginner's hints?
Cheers, Mikey

Sure thing. To have a better chance of winning, you might want to build more than one base. Enlarge the base you start out with, making it completely fortified with at least two castles. Then, send some scout cavalry, or some other fast moving unit, to the opposite side of the map from your base. After you have checked the area and confirmed that it is safe, send a villager to build a castle at that location and fortify that base. This is very helpful if your enemy knows where one of your bases is located. Versuch, auf unsere Raketen, nicht wahr zu blasen? Für Sie, ist der Krieg über, Engländer. Kommen Sie bitte...



KNOWL-AGE IS KING : If you're struggling to survive, try building a few more bases.

ACHING SIDES, ETC

Dear PSM2,
I have discovered some in-jokes in *THPS3*. The first is in the Foundry under the roofed control panel near TC's rail where two men are talking about a drink down the pub after work. The second is on the Canada level where a man is standing on a roof next to the halfpipe. He's pissing in the lake and says, "Wow, it freezes before it hits the water." The next is on the suburbia level. If you go to the half built house there are two builders – the one in the yellow is farting, while the other builder says "Wow, what did you have to eat last night?"
Naj, via e-mail.

Hmm. Nein! Er wird mein Gewehr ergriffen!

EIGHT DAYS A TWEAK: Acclaim's superb rollerblader is causing premature baldness.

ONE MORE TIME

Dear PSM2,
Is there actually any point in buying *Britney's Dance Beat?* Do you actually unlock *anything* good? My mate reckons you can play as Britney, but you said that's not possible.
The MonkeyLord, via e-mail.

He's wrong. We're right. The closest you can come to playing with Cyber-Britters is completing the Audition mode, which allows you to watch her perform full versions of her songs. Alternatively, getting 9,999 points unlocks an immersive version of the Baby One More Time video. Saucy. Halt! Halten Sie den Engländer auf! Er wird weg!

INLINE OF FIRE

Dear PSM2,
I thought Tony was tough, but *Aggressive Inline*'s a bastard. How d'you do the Grind The Cliff Edge challenge on the first level?
Chris Tucker, Staffordshire

Easy. When entering the inner Movie Lot make a left, then go left at the next fork. When you're up top grind the rail and then jump to your right on a pole. The pole will make a turn – so *before* the turn jump to the left and grind on the cliff's edge around the boulder. It will semi-release the boulder, creating a new challenge. Halten Sie ihn auf! Er wird alle unsere Pläne vernichten!

SUM OF ALL SPEARS: For the last time, no, you can't play as Britney. Chin up, eh smiler?

GOOD GRIEF...

Dear PSM2,
Where can I get a copy of *Tony Hawk's Mo Slater*, as featured on last issue's back page?
Private Pyle, via e-mail.

Sorry – we made it up. Er führt für das unterirdische Labor! Halt! Halt! Ach, der Kommandant wird sich um dies nicht freuen...

STUCK?

SHARE YOUR EXPERIENCES WITH PSM2

Next issue, we'll have an entirely new tipmaster at the helm – Revolver Ocelot or Sion Barzahd... possibly. If you've got a gaming conundrum and you'd like it answered by an obviously fictional character, send it to – Test An Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or e-mail it to PSM2@futurenet.co.uk

BYTESIZE

FREEKSTYLE: Hey, don't buy it. No, all right – here's a hint, rather than a cheat or code. Rhythm's the key (as well as a dancer). Don't be afraid to slow down if it means you'll catch a downward, rather than upward, slope.

END GAME: If you're tending to get shot a little too often in Hyperdrive mode, simply use more than one bullet to plug the odd guard. This'll ensure that your accuracy isn't high enough to make the game speed up.

BARBARIAN: In levels with weak goons trundling about, pick them up to add valuable reach to your swing. It's also possible to throw them about – something which Jonnie's a little too partial too.

SCOOBY-DOO: Once you've finally managed to get hold of the football helmet, use it with the lampshade/ slippers combo, and simply nut all monsters into oblivion while their stupid backs are turned.

AKIRA PSYCHOBALL: On the offchance of the ball going down a sidelane, hold up the flipper on the side it's running out, then bash the table a couple of times to nudge it back into play. Simple.

AGGRESSIVE INLINE: It's possible to skitch on the back of the plane in the airport level. Just hang about holding ◎ on the runway, and you'll be scooped up to grab a stat point. Let go before you get too high, mind.

FIFA 2002 WORLD CUP: If you're struggling to break down the opposition, use the right analogue stick to initiate defence-splitting one-two's. If only it was that easy in real-life, eh Sven? Are you there?

TO BUY ALL OF THESE GAMES WOULD COST AROUND £200

STUNTMAN

PROJECT ZERO

FIREBLADE

MEN IN BLACK II:
ALIEN ESCAPE

ARMY MEN RTS

WHY NOT TRY THEM ALL FIRST IN THIS MONTH'S ISSUE FOR LESS THAN £5.50?

PlayStation 2
OFFICIAL MAGAZINE-UK

THE ONLY MAGAZINE WITH A PLAYABLE PS2 DEMO DVD.
WHY NOT TRY BEFORE YOU BUY?

AUGUST ISSUE ON SALE NOW: £5.49 EXCLUSIVE STUNTMAN REVIEW AND PLAYABLE DEMO, METAL GEAR SOLID 2: SUBSTANCE EXPLORED, MORE ON GTA: VICE CITY, STAR WARS: BOUNTY HUNTER AND LORD OF THE RINGS PLUS GT CONCEPT RATED AND MUCH MORE!

PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of gaming masters. Dig out your black pyjamas and prepare to prove your worth against the finest warriors to use PS2…

NEW LEAGUES

WIN! ACTION REPLAY Most of the action is with the Hawkster this month, but things are starting to move in *Metal Gear Solid*, and it looks like we'll have juicy *GTA3* and *Virtua Fighter 4* scores for you next time around.

PROVE YOUR MASTERY!

At some point in their lives, everyone thinks about becoming a ninja – if only for the funky togs. Thankfully, sanity soon prevails and you turn your well-honed co-ordination to computer games instead.

In Pro-Dojo, we're taking it a step further. Send us evidence of your gaming genius, and we'll immortalise you in the leagues you see printed here every month.

Unfortunately, allegations of cheating mean we can't simply accept photos of the hi-score tables any more – it's got to be your entire run. Sorry? Appealing to your sense of honour and glory isn't enough for you? Right…

WIN THINGS!

As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements with Action Replay 2 cartridges.

GET FAME AND RESPECT!

There's a flipside to our ruthless demands for video proof – real experts will be included on our DVD for the world to goggle at. Imagine that – you showing gamers across the globe how to nail those hi-scores. **PSM2**

HOW TO ENTER

Send us a completed entry form (exact level and score!) with a video of your performance. Simple! See our guide below if you don't know how. If you're sending in a photo, write your name on the back of it to make sure it doesn't get lost. The address is: **Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.**

This time, the closing date for entries is **Friday, 30th August** – get 'em in. And, if you've already sent an entry, relax – we put the mag together ages before it hits the shops.

1. **Plug the lead you got with your PS2 into your video recorder. The best place to do this is the SCART lead, so you might have to unplug your satellite connection.**
2. **Once you're connected up, start your PS2 and set your video to whatever input you normally put it into – usually AV1 or AV2. Then set the TV to your video channel.**
3. **Bingo. Now press record and you're taping PS2 on your TV. Let gaming commence – and send us something mind-blowingly brilliant for inclusion on the DVD.**

SSX TRICKY

Über boards, full stats and the best characters seem to be a standard in this league – and the phenomenal scores you're putting in prove they're working.

	TOP SCORES		TOP TIMES	
Snowdream	1,532,140	Austin O'Toole	1'47"93	Austin O'Toole
	1,426,415	Ibraheem Gedal	2'05"10	Frederick Astier
	1,421,720	Alex Duffy	2'06"55	Alex Duffy
Elysium Alps	2,629,495	Sam Payne	3'28"39	Austin O'Toole
	2,591,760	Jeff Bell	3'28"38	Simon Baggott
	2,322,930	Amanda Offord	3'30"14	Frederick Astier
Merqury City	2,362,380	Austin O'Toole	2'31"26	Austin O'Toole
	2,265,770	Sam Payne	3'28"76	Gareth Russell
	1,972,610	Chris Abnett	3'29"43	Carl Musgrove
Mesablanca	1,435,645	Austin O'Toole	2'13"58	Austin O'Toole
	1,036,880	Amanda Offord	2'25"43	Gareth Russell
	845,295	Daniel Hammond	2'29"54	Andy Lyle
Tokyo Megaplex	2,198,630	Austin O'Toole	2'26"44	Austin O'Toole
	2,187,640	Anthony Portch	3'15"13	Dean Edwards
	2,166,790	Richard Kemp	3'21"68	Damian Lobbett
Pipedream	2,466,530	Jon Minott	1'32"99	Austin O'Toole
	2,312,200	Anthony Portch	1'37"64	Alex Duffy
	2,325,820	John Norman	1'40"75	Carl Musgrove
Garibaldi	1,983,820	Austin O'Toole	2'38"54	Austin O'Toole
	1,947,200	Chris Abnett	2'39"54	Carl Musgrove
	1,860,220	Jonathan Mace	2'40"43	Gareth Russell
Alaska	2,075,255	Amanda Offord	4'06"23	Andrew Stone
	1,837,801	Jeff Bell	4'14"21	Austin O'Toole
	1,736,175	Paul Wise	4'23"56	Frederick Astier

GRAND THEFT AUTO 3

Since it's possible to cheat on *GTA3*, we've created our own challenges.

THE CROSS TOWN TRAFFIC CHALLENGE

To test your driving skills. The challenge is simply this – get from the Shoreside Vale safe house to the the arch under Portland Island's lighthouse – in the shortest time possible. Anything goes, except for using the Dodo. Do you use a tank? A speedster? A triathlon-style set of cars? We'll be interested to see..

THE YOU'LL NEVER TAKE ME ALIVE! CHALLENGE

Enter the full health cheat (R2x2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑). Enter the full weaponry cheat (R2x2, L1, R2, ←, ↓, →, ↑, ←, ↓, →). Now fire a rocket-launcher into Shoreside Vale cop station, and see how long you last. You can run, you can hide, you can shoot it out with the cops – but you *can't* enter any more cheats, pick up bribes or get a spray job.

THE FLYING WITHOUT WINGS CHALLENGE

How far can you fly the Dodo? How far can you make it off the unique jumps? We've managed some truly Evel Knievel-rivalling tricks via the physics of firing the Rhino's guns backwards and caning it off a hill..

BURNOUT

NEW CHALLENGE!

USA MARATHON EX

5'37"456	Paul Griffiths
5'45"129	James Merrett
6'07"552	David James
6'09"004	Sam Trent
6'19"275	Phillip Richards

USA MARATHON

5'52"250	Paul Griffiths
5'59"222	James Merrett
6'15"009	David James
6'19"108	Sam Trent
6'31"010	Phillip Richards

COUNTRY CHAOS

1'42"728	Paul Griffiths
1'45"652	James Merrett
1'47"687	David James
1'49"248	Sam Trent
2'06"315	George Richards

NIGHT SHIFT

1'26"398	Paul Griffiths
1'29"964	James Merrett
1'36"277	David James
1'42"296	Phillip Richards
1'50"221	George Richards

GRIDLOCK USA

1'30"558	James Merrett
1'31"000	Paul Griffiths
1'37"289	David James
1'40"442	Sam Trent
1'44"657	Phillip Richards

CLIFF HANGER

1'45"219	Paul Griffiths
1'46"009	James Merrett
1'54"065	David James
1'59"774	Sam Trent
2'03"308	Phillip Richards

HILLSIDE PASS

1'41"078	James Merrett
1'43"253	Paul Griffiths
1'50"205	Sam Trent
1'50"835	David James
1'59"806	George Richards

RUSH HOUR

2'12"550	James Merrett
2'15"043	Paul Griffiths
2'24"558	David James
2'29"000	Phillip Richards
2'31"220	George Richards

INTERSTATE

2'19"240	Paul Griffiths
2'23"226	James Merrett
2'30"000	Sam Trent
2'33"776	David James
2'33"880	Phillip Richards

EURO MARATHON EX

3'42"674	James Merrett
3'48"994	Paul Griffiths
3'56"406	David James
3'58"005	Sam Trent
4'04"220	Phillip Richards

EURO MARATHON

3'47"100	James Merrett
3'56"228	Paul Griffiths
3'59"402	David James
4'03"222	Sam Trent
4'09"408	Phillip Richards

SUNSET RIVER

1'43"227	James Merrett
1'49"005	Paul Griffiths
1'55"885	Sam Trent
2'00"321	David James
2'03"665	Phillip Richards

TWILIGHT HARBOUR

2'08"445	Paul Griffiths
2'12"338	James Merrett
2'18"224	Sam Trent
2'26"889	David James
2'30"100	Phillip Richards

HARBOUR TOWN

2'02"226	James Merrett
2'10"225	Paul Griffiths
2'12"558	Sam Trent
2'18"005	David James
2'19"223	Phillip Richards

TIMESPLITTERS

STORY MODE (NORMAL)

Level	Top Times	
Tomb	1'18"1	John Norman
	1'24"4	C Minshaw
	1'53"6	David Peacock
Chinese	1'23"5	John Norman
	1'55"7	Peter Nickson
	2'02"2	David Peacock
Cyberden	1'07"1	John Norman
	1'09"5	David Evans
	1'12"7	Michael Mitchell
Village	0'29"9	David Peacock
	0'30"6	C Minshaw
	0'32"3	Daniel Nizidek
Chemical Plant	0'24"2	John Norman
	0'28"7	David Evans
	0'31"6	Daniel McCabe
Planet-X	1'09"8	John Norman
	1'13"0	Peter Nickson
	1'13"9	David Evans
Mansion	0'58"4	John Norman
	1'27"1	Michael Mitchell
	1'29"0	Daniel McCabe
Docks	1'13"5	Peter Nickson
	1'28"2	Daniel McCabe
	1'22"1	Steven Drew
Spaceways	0'58"7	John Norman
	1'00"7	David Evans
	1'01"0	Tim Preston

DEAD OR ALIVE 2

SURVIVAL MODE

100 Wins	Daniel Drysdale
59 Wins	Carl Robinson
47 Wins	Stephen Rutter
43 Wins	James Cosgrove
31 Wins	David Johnson

TIME ATTACK MODE

1'14"72	Jan M de Vlas
1'17"27	David R Holt
1'24"42	Miles O'Owyers
1'25"97	David Peacock
1'27"94	Alan Conell

TONY HAWK'S PRO SKATER 3

OK, a bit of rule-clarification, here. You can use any character with full stats – but no using the perfect balance, super stats or moon gravity cheats. That's no test of skill!

FOUNDRY

6,267,998	Simon Brett
5,514,274	Stuart Hurst
5,452,876	Per Andersson
5,067,758	Craig Skelly
5,057,426	Andrew Sandilands

CANADA

7,526,639	Andrew Sandilands
6,532,688	Mathew Lewis
5,677,013	Matt Massara
5,215,847	Per Andersson
4,890,611	Gordon McTurk

RIO

11,007,304	Per Andersson
7,549,207	Gordon McTurk
7,392,041	Kris McMurchie
7,388,979	Mathew Lewis
7,229,116	Scott Trenholme

SUBURBIA

8,104,749	Andrew Sandilands
6,120,180	Simon Brett
5,514,232	Matt Massara
4,070,845	Gordon McTurk
4,061,219	Per Andersson

AIRPORT

18,828,702	David Reynolds
16,469,419	Thomas Brasher
15,282,580	Matt Massara
14,200,000	Mark Bass
13,463,113	Per Andersson

TOKYO

5,920,524	Gordon McTurk
5,497,114	Simon Brett
5,470,551	Mathew Lewis
5,359,344	Per Andersson
4,967,791	Matt Massara

L.A.

9,016,509	Per Andersson
7,392,064	Kris McMurchie
7,112,590	Stuart Hurst
6,052,281	Simon Brett
5,031,356	Gordon McTurk

CRUISE SHIP

7,547,550	Simon Brett
7,257,070	Mathew Lewis
7,255,330	Per Andersson
6,207,549	Matt Massara
5,930,260	Gordon McTurk

SKATER ISLAND

10,029,387	Andrew Sandilands
6,269,681	Matt Massara
6,049,948	Craig Skelly
5,781,324	Simon Brett
4,787,318	Per Andersson

IN THE DOJO

›PLACES FOR FACES

CHRISTOPHER HILL

Snake! *Snaaaaake!*

Christopher has well and truly smashed our *MGS2* times. Cheers, Chris – you've certainly made everyone else look a little slow. Who's up for taking him on?

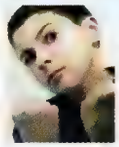
PER ANDERSSON

Nice Per...

Per looks puzzled to be here. Well, anyone who places a high score in all bar one of our categories for *THPS3* deserves a place in the Dojo. Confusion over, Per?

IBRAHEEM GEDAL

You think the others are weird...



Ibraheem told us that he's allowed to eat bread and cheese on Thursdays. Not after midnight, we hope. Locking him in the Dojo is the kindest option...

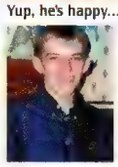
DAVE BARNARD

A new contender

After weeks of frantic battling at the top of the *GT3* board, a new driver has entered the fray. Remember, Dave, keep to the roads, stay off the moors.

ANDREW SANDILANDS

Yup, he's happy...



...his is the other new name on the *Tony Hawk's* table, taking the lead in three *THPS3* categories. But can Andy Sandy keep his position next month?

The senders of the five most significant scores each month – *as long as they actually bother to reveal themselves* – will win this smart piece of kit, which not only lets you unlock hidden stuff in your game but lets you watch import DVD movies in full RGB!

METAL GEAR SOLID 2: SONS OF LIBERTY

NEW CHALLENGE!

No, you don't need to record ten hours of fighting – just send us your best times on the boss battles.

BOSS BATTLE TIME ATTACK

OLGA

00'18"78	Steven Powell
00'19"88	Matthew Harrison
00'19"90	Paul Stuckley
00'24"04	Robert Lawton
00'26"12	Tim Piper

FATMAN

00'26"16	Christopher Hill
00'41"94	Adrian Jenkins
00'42"68	Daniel Miller
00'42"72	Paul Stuckley
00'44"16	Steven Powell

HARRIER

00'59"66	Christopher Hill
01'12"40	Darren Griffiths
01'18"25	Steven Powell
01'18"40	Daniel Miller
01'20"10	Tim Piper

VAMP

00'03"54	Daniel Miller
00'04"10	Paul Stuckley
00'04"34	Matt East
00'04"50	Mike Wallace
00'05"02	Adrian Jenkins

METAL GEAR RAY

00'08"92	Christopher Hill
01'36"38	Sam Mound
01'39"70	Tim Piper
01'43"10	Thomas Bailey
01'46"12	Daniel Miller

SOLIDUS

00'40"46	Christopher Hill
01'40"38	Steven Powell
01'44"90	Tim Piper
01'45"42	Matthew Harrison
01'49"22	Sam Mound

OVERALL TIME

3'17"32	Christopher Hill
6'23"34	David Petrie
7'12"839	Matthew Harrison
8'08"323	Daniel Miller
8'45"839	Tim Piper

WWF SMACKDOWN! JUST BRING IT

SLOBBERKNOCKER

99 Wins	Adam D'Arcy
72 Wins	Kevin Nunes
71 Wins	Steven Barton
67 Wins	Gordon McTurk
65 Wins	Lee Todd
59 Wins	Michael Mould
59 Wins	Shane Cullen

FASTEST WIN

0'02"	Darryn Donnelly
0'02"	Antony Longmore
0'03"	Patrick Fay
0'03"	Steven Barton
0'05"	Kieron O'Connor
0'05"	Shane Cullen
0'06"	Marcel Falzon

MOTO GP

Dojo Tip: Set up the DualShock 2 so that you've got accelerate and brake on the Right Analogue. It feels weird to start with, but it's the only way to crack the really top times.

JAPANESE GP – SUZUKA

2'02"900	John Hamilton
2'03"220	Ed Dawson
2'03"558	Jon Dudley
2'04"450	Doug Bradbury
2'06"178	Matthew Lebreton

FRENCH GP – PAUL RICARD

1'15"936	Jon Dudley
1'16"810	Andrew Wynwe
1'18"292	Johan Persson
1'18"676	David Barnard
1'18"704	Matthew Lebreton

SPANISH GP – PEREZ

1'40"140	Jon Dudley
1'41"486	Andrew Wynwe
1'42"390	Paul Fawcett
1'42"528	David Barnard
1'42"670	Matthew Lebreton

BRITISH GP – DONINGTON

1'27"372	Jon Dudley
1'28"336	Andrew Wynwe
1'29"986	David Barnard
1'30"686	Johan Persson
1'31"322	Thomas Quinn

PACIFIC GP – MOTEGI

1'46"992	Jon Dudley
1'47"506	Andrew Wynwe
1'49"396	Paul Fawcett
1'49"496	David Barnard
1'50"008	Johan Persson

SSX CHAMPIONS LEAGUE

	TOP SCORES		TOP TIMES	
Snowdream	487,750	Mathew Bevan	1'48"15	Daniel Hurtley
	429,190	D Mackay	1'52"22	David Mulholland
	400,170	Paul Woodall	1'53"80	B. Henriquez
	364,000	Daniel Hurtley	1'53"72	Lu-Hai Liang
	352,360	Marc McKeown	1'53"83	Marius Cheek
Elysium Alps	833,240	Sam Payne	3'49"95	Paul Redman
	704,950	Richard Dixon	3'49"99	David Mulholland
	682,950	Mathew Bevan	3'52"72	Lu-Hai Liang
	656,805	Paul Woodall	3'55"14	Iain Jackson
	608,200	Gavin Haywood	4'01"48	Daniel Hurtley
Merqury City	568,845	Paul Woodall	2'31"66	Marius Cheek
	515,500	Mathew Bevan	2'40"62	David Mulholland
	486,975	Gavin Haywood	2'43"20	Lu-Hai Liang
	446,040	Marc McKeown	2'45"09	Paul Fletcher
	439,240	Ryan Smith	2'55"30	David Barnard
Mesablanca	506,870	Mathew Bevan	2'16"09	David Mulholland
	380,081	M Dodsworth	2'16"21	Daniel Hurtley
	368,530	Marc McKeown	2'22"82	Jack Pope
	357,100	Paul Woodall	2'23"01	Amanda Offord
	328,225	Ryan Smith	2'24"12	David Mulholland
Tokyo Megaplex	500,600	Sam Payne	2'44"90	David Mulholland
	467,715	Paul Woodall	2'46"14	David Hipperson
	464,690	Mathew Bevan	3'07"11	Marius Cheek
	449,245	Gavin Haywood	3'09"53	Daniel Hurtley
	384,495	Paul Woodall	3'14"00	Thomas Pooley
Pipedream	700,670	Mathew Bevan	1'33"29	Mike Williams
	676,360	Paul Woodall	1'38"70	David Mulholland
	665,720	Mathew Bevan	1'41"22	Marius Cheek
	661,420	Paul Fletcher	1'44"60	Paul Redman
	637,531	Gavin Haywood	1'44"77	Lu-Hai Liang
			1'52"27	Daniel Hurtley
Aloha Ice Jam			1'33"29	Mike Williams
			1'38"70	David Mulholland
			1'41"22	Marius Cheek
			1'44"60	Paul Redman
			1'44"77	Lu-Hai Liang
			1'52"27	Daniel Hurtley

PRO-DOJO

"PSM2 READERS ARE BETTER AT GAMES THAN ANYONE"

GRAN TURISMO 3

Fancy competing on *GT3*? Then send us your Free Run Arcade lap times using the Castrol Supra.

SUPER SPEEDWAY

0'27"744	James Gott
0'27"829	Tommy Willumsen
0'28"341	Dave Barnard
0'28"518	Colin Doran
0'28"866	Aedan Sherry

MIDFIELD RACEWAY

0'57"726	Tommy Willumsen
0'57"799	James Gott
0'58"249	Dave Barnard
0'58"397	Colin Doran
0'58"888	Aedan Sherry

SMOKEY MOUNTAIN

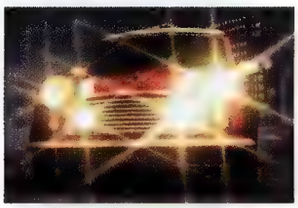
0'57"861	James Gott
1'07"212	David Peacock
1'08"286	Tommy Willumsen
1'08"610	Dave Barnard
1'08"622	Aedan Sherry

TRIAL MOUNTAIN

1'07"605	Tommy Willumsen
1'07"835	James Gott
1'08"124	Aedan Sherry
1'08"146	Colin Doran
1'08"934	Vance Williams

SWISS ALPS

1'04"600	James Gott
1'09"134	Dave Barnard
1'15"065	Tommy Willumsen
1'16"087	David Peacock
1'18"663	Aedan Sherry



TEKKEN TAG TOURNAMENT

SURVIVAL MODE

430 Wins	Jin and Heihachi	Liam Raymond
400 Wins	Paul and Jack-2	Sung Jun Han
370 Wins	Law and Paul	Dion Verhoef
126 Wins	Ganryu and Jack-2	Hayden Joyce
109 Wins	Lee and True Ogre	Jamie Cory

TEKKEN BOWL

300 Points	Ganryu and Jack-2	Hayden Joyce
300 Points	Jin and Gun Jack	Amir Chaumoo
300 Points	Brian and Julia	Amanda Offord
300 Points	Bryan and Yoshi	Aaron Conway
300 Points	Law and Paul	Sung Jun Han

TIME ATTACK MODE

1'53"00	Jin and Paul	Stuart Morrison
2'00"00	Jin and Paul	Liam Raymond
2'09"26	Jin and Paul	Allain Baillie
2'41"80	Jin and Julia	Dan Atherton
3'11"40	Law and Paul	Sung Jun Han

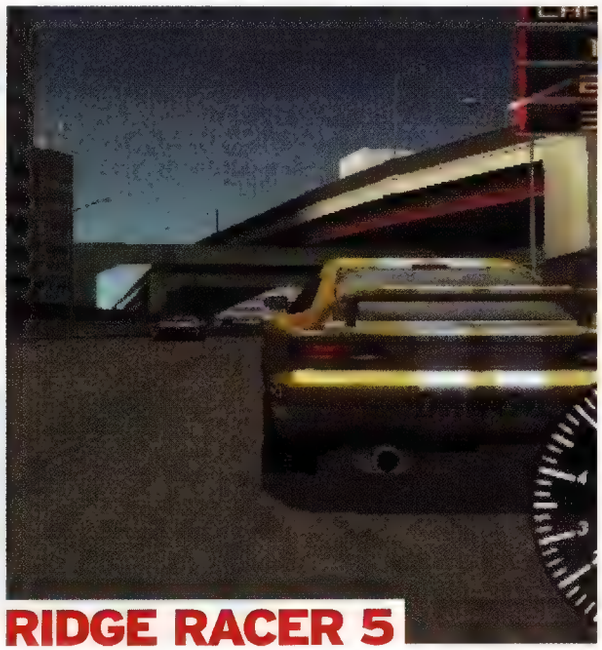
A POLITE NOTICE

As you can imagine, we get sent hundreds of tapes every month, and while you can rest assured that we *do* go through them *all*, magazine deadlines mean they might not turn up as early as you're expecting. *Please* don't ring us up, as we're not going to know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy

CRAZY TAXI

ARCADE MODE

$65,000.00	Stuart Morrison	$49,445.00	Paul Fletcher
$61,563.30	John Keighley	$41,595.48	Ben Raffles
		$31,138.66	Sigbjorn Henning



RIDGE RACER 5

PARKTOWN

0'40"398	Adam Streeter
0'45"839	David Maddocks
0'47"103	Nick Marsh
0'47"159	Roger Wilkinson
0'49"675	Kevin Peacock

OUTER PASS

0'54"152	Adam Streeter
1'02"909	David Maddocks
1'04"147	Nick Marsh
1'04"244	Roger Wilkinson
1'12"256	Nick Reader

ABOVE THE CITY

1'02"578	Adam Streeter
1'10"031	Nick Marsh
1'12"073	David Maddocks
1'12"615	Roger Wilkinson
1'18"510	Kevin Peacock

BAYSIDE LINE

1'31"328	Adam Streeter
1'50"207	Nick Marsh
1'50"756	Roger Wilkinson
1'53"455	David Maddocks
1'54"860	Kevin Peacock

99 LAP RACE

1h 35mins	Pete Stevens
1h 37mins	Nick Reader
1h 37mins	David Maddocks
1h 38mins	Doug Bradbury

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print – as long as it's witty – and make sure you're as good as you think you are

STATE OF EMERGENCY

Three minutes to overthrow a corrupt corporation? We've done worse. Top scores from 3-Minute Kaos and Last Man Standing, if you don't mind.

THE CAPITOL CITY MALL

3-Minute Kaos

134,400	Gareth Young
126,500	Johnny Martin
122,400	Dean Cash

Last Man Standing

6.08	Andy Minkley
6.13	Johnny Martin
6.15	Dean Cash

CHINATOWN

3-Minute Kaos

237,400	Gareth Young
228,500	Johnny Martin
226,900	Dean Cash

Last Man Standing

5.07	Dean Cash
5.24	Andy Minkley
5.31	Johnny Martin

EAST SIDE

3-Minute Kaos

223,800	Gareth Young
214,600	Dean Cash
213,700	Andy Minkley

Last Man Standing

3.21	Andrew Cooper
4.10	Gareth Young
4.24	Johnny Martin

CORPORATION CENTRAL

3-Minute Kaos

325,400	Andy Minkley
321,300	Johnny Martin
320,200	Gareth Young

Last Man Standing

12.20	Dean Cash
12.23	Johnny Martin
12.45	Gareth Young

PRO DOJO ENTRY FORM

PSM2, PRO DOJO, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. Please. I can bring my own blowpipe and everything.

And I enclose... MY PHOTO ❑ A VIDEO OF MY ACHIEVEMENT ❑
(Now put me on your DVD!)

I've got the following scores...

Game Score

Name
Age
Address

COMMANDOS 2: MEN OF COURAGE

PART 1 TURNING THE TIDE

War ain't pretty, particularly if you're a best-of-the-best, boot-polished-up, behind-enemy-lines Commando. You're on a mission. Make sure you carry it out – by whatever means necessary...

Don't let this tangled bundle of World War 2 strategy leave you stumped. Play the game the PSM2 way and you'll soon be happily throwing tied-up Nazis out of windows, hurtling round Paris in a tank and swimming with sharks.

There are many ways to top a Nazi in *Commandos 2*. On the following pages is a guide to how *we* conquered each main mission (we'll leave the bonus missions up to you). We'll only tell you the very basics required to accomplish your goals; bear in mind you'll get a higher rating if you kill fewer enemies and complete the missions quickly.

We're assuming you're familiar with the basic techniques of Nazi-negation: view cones, knock-out-and-tie-up, weapon overwatch and patrol patterns. If in doubt, take your time and watch what the enemies are doing. If you're stuck, remember that there's always an alternative route or method.

But before you embark on our complete guides to each of the missions, do yourself a favour and ponder the wise words of our expert commandos...

AIM OF THE GAME

Control a group of crack British commandos over ten covert missions, behind enemy lines, during World War 2. Each one of your men has different, specialised abilities, and the key to victory is using them in combination to outsmart the evil Nazi menace. Much of the game hinges on keeping out of sight so that Fritz doesn't even know you're there – until he's pushing up poppies. Though that's not to say that going in, all guns blazing, doesn't have its place on occasion.

BALACLAVAS ON

We've taken each of the game's ten missions and provided some lovely annotations for your game-trouncing pleasure. It's simple, really. Follow the numbered steps in order – each points to the location where the action takes place. But don't forget that there are many alternative ways to achieve your objectives.

WHAT WE SAID...

PSM2 ISSUE #24 July 2002

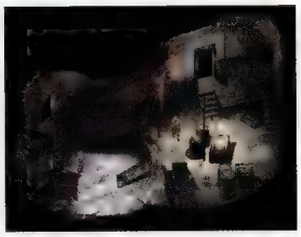
"*Commandos 2* isn't for those who demand instant action. But if you like your victories rewarding, it's got your name all over it."

WHAT WE SAY NOW

Each of the missions is as tough as SAS advanced training. Although our guide shows you our suggested route, there's more than one way to skin a cat. See if you can't do better.

KILL OR K.O.?

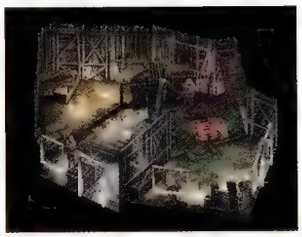
If you have the jump on a guard, you'll usually have the option of killing him or knocking him out and tying him up. You'll get a better score if you restrict your homicidal tendencies, but the danger is that a patrolling guard might spot a trussed-up comrade, raise the alarm and



release the hapless guard back into the service of the Führer. Bad news. So, at the very least, concussed victims should be quickly disarmed.

LOOK EVERYWHERE

If you're keen enough to root out the bonus missions, you'll need to look everywhere – every cupboard, locked box and desk – to find the necessary photo fragments. Doing this will also earn you all the ammo,



explosives, med-kits and items of subterfuge you could ever need.

BE BRAVE (BUT QUICK-SAVE)

Some of your men – particularly the Green Beret – are very tough, and can take several hits, which can be easily negated with a quick snack. So don't be afraid to get stuck into the action if you're well armed and have stocks of food and med-kits – but remember to quick-save first. Setting up elaborate ambushes for dozens of guards is one of the game's finest joys.

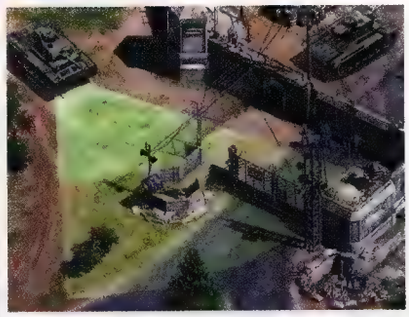
THINK LATERALLY

You'll often be stumped as to how to negotiate some of the larger levels' intricacies – we only have enough space in these pages to cover the basics of each main mission. If you get stuck, stop and think; and have a good look around at the environment and placing of guards. There are always – *always* – at least two ways to progress.

Look through each of your characters' inventories, and think how each item or skill could be used. Each commando has a different set of abilities – some are strong enough to tie up unconscious guards, some are not, some can climb walls and so on. Experiment with your available commandos to find out what's possible.

And if in doubt, explosives are *always* good for a laugh...

FUN WITH GUNS



Pistols are useless, so make it a priority to arm your team with the best weapon they can handle (typically a rifle or sub-machine gun). Don't bother using enemies' pistols – the ones you start with are just as effective and have unlimited ammo. If your men have rifles, make sure each has enough ammo to be able to defend themselves.

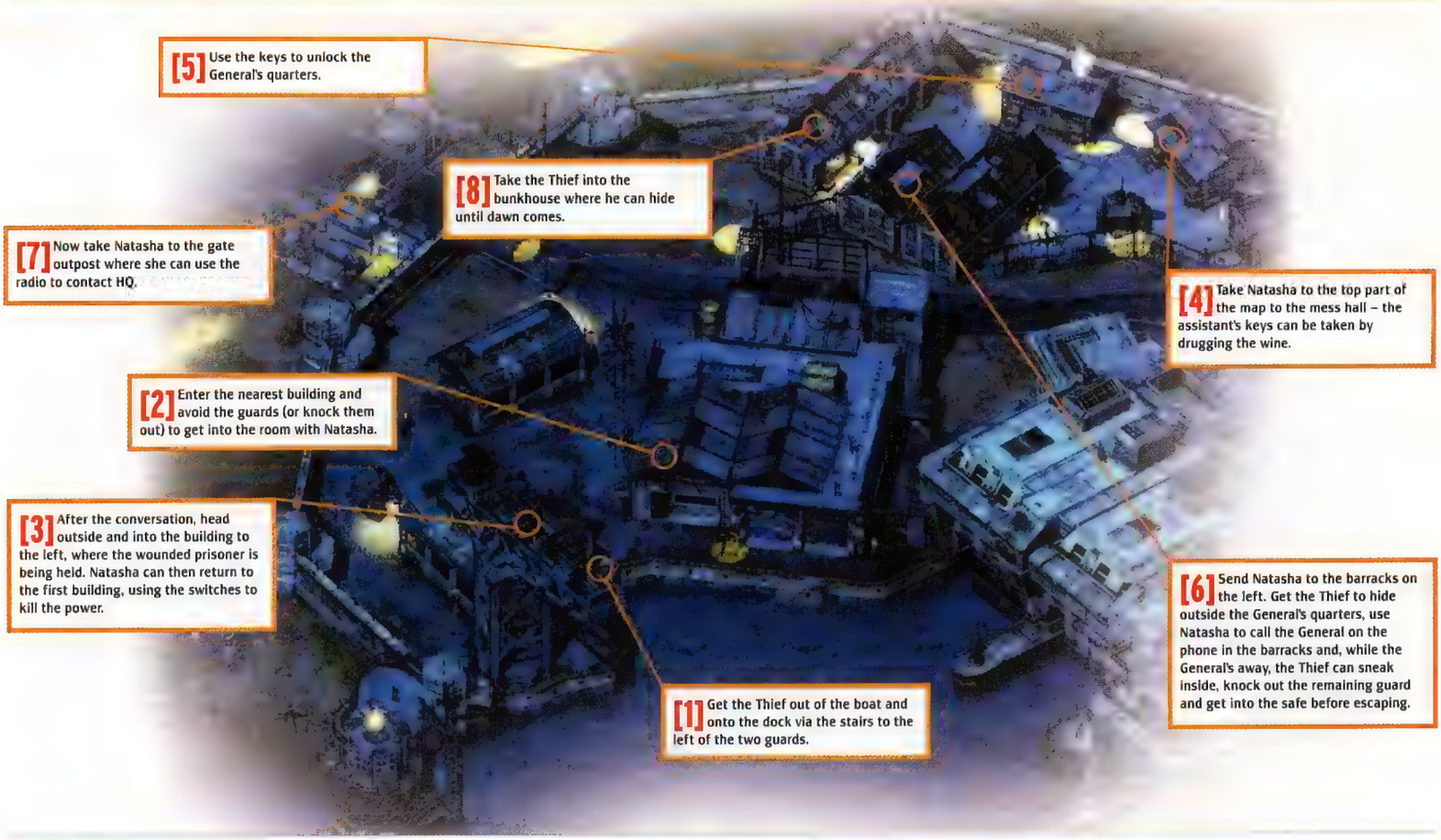
LOOK BEFORE YOU LEAP

Before you go through a door or window, take a peek first. Chances are there are enemies inside, but, by taking your time and waiting for a break in the patrol pattern, you can usually get the jump on them. Bear in mind that grenades can be chucked through windows, and that a knock on an internal door can bring foolish Fritz running down your gun-barrel. Will he never learn?

KNOW YOUR TEAM

Each commando has a different set of abilities, which are too long to list here. Get to know them early on and try experimenting – if you just use one technique to take out guards, *Commandos 2* can get seriously repetitive. Get to know and love the man-trap, Spike the rat, knock-out wine, lipstick, the trip-wire, mines, remote bombs and many other old favourites.

MISSION 1: THE NIGHT OF THE WOLVES



[5] Use the keys to unlock the General's quarters.

[8] Take the Thief into the bunkhouse where he can hide until dawn comes.

[7] Now take Natasha to the gate outpost where she can use the radio to contact HQ.

[4] Take Natasha to the top part of the map to the mess hall – the assistant's keys can be taken by drugging the wine.

[2] Enter the nearest building and avoid the guards (or knock them out) to get into the room with Natasha.

[3] After the conversation, head outside and into the building to the left, where the wounded prisoner is being held. Natasha can then return to the first building, using the switches to kill the power.

[6] Send Natasha to the barracks on the left. Get the Thief to hide outside the General's quarters, use Natasha to call the General on the phone in the barracks and, while the General's away, the Thief can sneak inside, knock out the remaining guard and get into the safe before escaping.

[1] Get the Thief out of the boat and onto the dock via the stairs to the left of the two guards.

MISSION 2: DAS BOOT – SILENT KILLERS

[5] Deal with all the guards on the roof of the sub pen and collect all the commandos there. Head inside from the door on the roof and take out all the guards inside. As usual, there are many ways of doing this. The Allied sailors are in a room in the centre of the pen. The captain can be located in the offices opposite – it's crawling with guards, so be careful. Go into the sub and deal with the guards inside. It's cramped, so a good method is to distract with the Spy and knock out with the Green Beret. Then get the crew inside, before taking the Sapper, Green Beret and Spy outside to plant the necessary bombs. You'll end up taking out nearly every soldier on the map; just be methodical and sweep around for stragglers. There are plenty of spare bombs in the buildings dotted around the compound. Now simply get everyone into the sub and set off the bombs!

[4] Use the Sapper to clear the mines at the top-right beach and take the Spy there too. Call in the Green Beret there when the coast is clear.

[2] Steal the car outside the gates and go in.

[1] It's a lovely morning, so don't hang about. Use the Diver to deactivate the mines, then send the Sapper to the beach at the bottom of the map to deal with the mines and wire there. Get the Spy onto the beach and into a uniform and use the dog to transfer the papers safely to him.

[3] Take your time to collect plenty of items (including bombs) there for the taking in the compound before taking the Spy back to the outpost to call in the Green Beret.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

MISSION 3: WHITE DEATH

[1] Take control of the sub, making sure to grab some cold weather gear (everyone needs some of this to survive) before heading outside. Next is the toughest part of the mission. Deal with the patrollers on the sub before jumping into the water and getting out at the very bottom of the map.

[2] Take out the patrollers to the left and go into the nearest tent to find the Sapper. You essentially need to take out everyone below the ship now: time their patrols and watch their vision cones as usual.

[3] The Green Beret is in the two-storey building. Use rifles to take out the snipers on the ship and then head left around the bow, mopping up all the guards left outside and taking the goodies in the crates. Now get everyone on board, either using the steps or anchor chain.

[4] Clear the deck of guards then go through the door at the stern. Locate the engine room and plant a remote bomb. Work your way towards the bow and you'll eventually locate the Thief and other prisoners. Send someone to the stern where the steps can be lowered, then head to the radio outpost to contact HQ before rejoining the gang. Your next objective is the Enigma kit: it's in the bridge, the highest part of the ship and easy to find. Plant more bombs at the bow gun and generators and set them off once everyone's on the ice. Make sure the Enigma stuff is with the Green Beret or Spy in the aeroplane before finishing.

MISSION 4: TARGET: BURMA

[1] First things first: you can quite easily take out all the patrolling guards on the paths all the way around the island. You might need to snipe a few beady-eyed guards on the other side to help out the Green Beret and Driver. That done, head for the main bridge on the left.

[2] Once across the bridge, you can access the temple and contact the Spiritual Leader.

[3] You'll find the Gurkhas in the next building; use the roof access to surprise the guards. The 'fat man' is located between this building and the river; get the guns from him.

[4] Now use the Green Beret to clear out the statue; timing is of the essence as there's little cover.

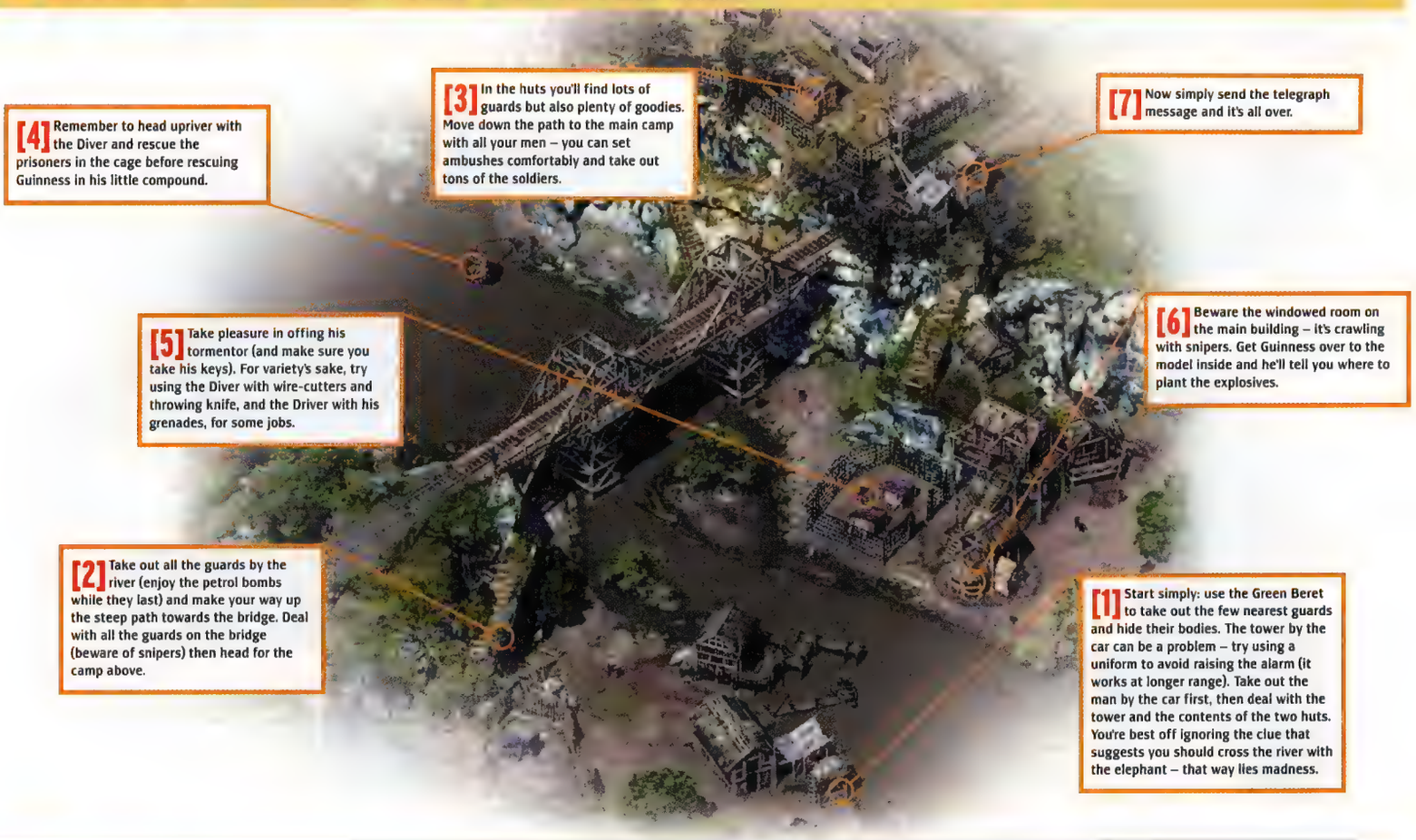
[5] Outside again, and beware the building in the middle as it's full of snipers; use the Green Beret to clear it out. Now deal with all the guard towers to give yourself free reign all over the island.

[6] Get a Gurkha to use the radio – you'll find it in this building.

[7] Once you've made radio contact, the tyrant will arrive with dozens more soldiers.

[8] Note that any soldiers you've tied up will be released by the reinforcements, but here's how to avoid a massive firefight. Simply use the Sniper to assassinate the tyrant while all the rest of your gang — and the Spiritual Leader – are waiting at the barge. Job's a good 'un.

MISSION 5: BRIDGE OVER THE RIVER KWAI



[4] Remember to head upriver with the Diver and rescue the prisoners in the cage before rescuing Guinness in his little compound.

[3] In the huts you'll find lots of guards but also plenty of goodies. Move down the path to the main camp with all your men – you can set ambushes comfortably and take out tons of the soldiers.

[7] Now simply send the telegraph message and it's all over.

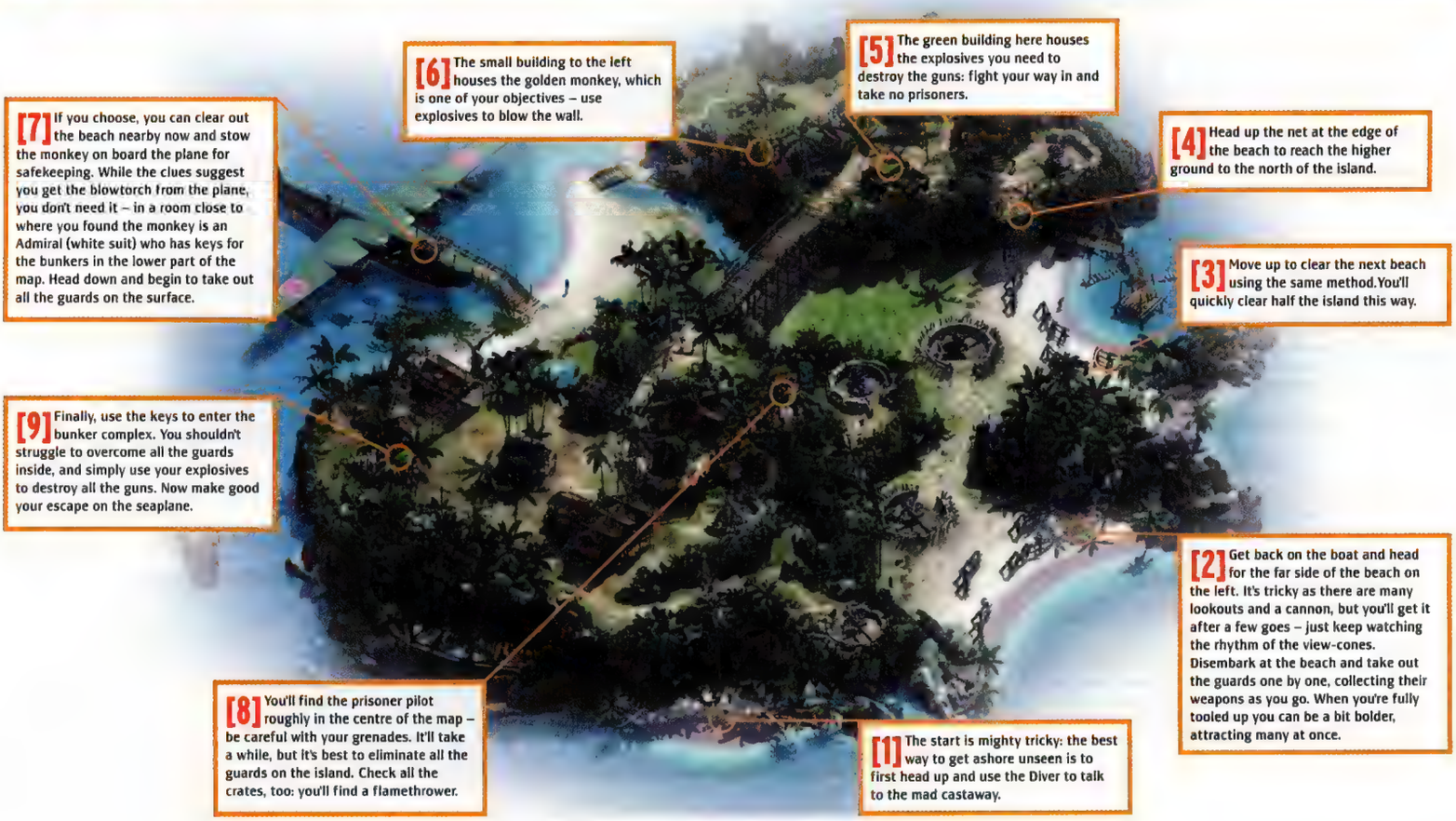
[5] Take pleasure in offing his tormentor (and make sure you take his keys). For variety's sake, try using the Diver with wire-cutters and throwing knife, and the Driver with his grenades, for some jobs.

[6] Beware the windowed room on the main building – it's crawling with snipers. Get Guinness over to the model inside and he'll tell you where to plant the explosives.

[2] Take out all the guards by the river (enjoy the petrol bombs while they last) and make your way up the steep path towards the bridge. Deal with all the guards on the bridge (beware of snipers) then head for the camp above.

[1] Start simply: use the Green Beret to take out the few nearest guards and hide their bodies. The tower by the car can be a problem – try using a uniform to avoid raising the alarm (it works at longer range). Take out the man by the car first, then deal with the tower and the contents of the two huts. You're best off ignoring the clue that suggests you should cross the river with the elephant – that way lies madness.

MISSION 6: THE GUNS OF SAVO ISLAND



[6] The small building to the left houses the golden monkey, which is one of your objectives – use explosives to blow the wall.

[5] The green building here houses the explosives you need to destroy the guns: fight your way in and take no prisoners.

[7] If you choose, you can clear out the beach nearby now and stow the monkey on board the plane for safekeeping. While the clues suggest you get the blowtorch from the plane, you don't need it – in a room close to where you found the monkey is an Admiral (white suit) who has keys for the bunkers in the lower part of the map. Head down and begin to take out all the guards on the surface.

[4] Head up the net at the edge of the beach to reach the higher ground to the north of the island.

[3] Move up to clear the next beach using the same method. You'll quickly clear half the island this way.

[9] Finally, use the keys to enter the bunker complex. You shouldn't struggle to overcome all the guards inside, and simply use your explosives to destroy all the guns. Now make good your escape on the seaplane.

[2] Get back on the boat and head for the far side of the beach on the left. It's tricky as there are many lookouts and a cannon, but you'll get it after a few goes – just keep watching the rhythm of the view-cones. Disembark at the beach and take out the guards one by one, collecting their weapons as you go. When you're fully tooled up you can be a bit bolder, attracting many at once.

[8] You'll find the prisoner pilot roughly in the centre of the map – be careful with your grenades. It'll take a while, but it's best to eliminate all the guards on the island. Check all the crates, too: you'll find a flamethrower.

[1] The start is mighty tricky: the best way to get ashore unseen is to first head up and use the Diver to talk to the mad castaway.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

MISSION 7: THE GIANT IN HAIPHONG

[1] Giant by name, giant by nature. This map is huge and crawling with Japanese soldiers. Much of the early part is straightforward enough: simply head left, taking out guards by the usual means. Beware spotters on the guard towers within the walls. Oh yes, and Rescue Natasha (her location is marked on your map).

[2] Head further left towards the truck, using the bottom-left corner of the map as a safe place.

[3] Head up towards where the Sapper and Thief are located. A useful tactic at this point is to distract guards using Natasha, knocking them out with the Green Beret. Once the Sapper and Thief are free, make sure you have enough explosives (spares are dotted throughout most of the buildings in this part of the map) and get everyone into the truck you gathered at before.

[4] Drive it into the dock area, following the road and stopping at the ramp. Move inside and eliminate everyone there. It's worth using Natasha's sniping skills now to clear out the nearby guard tower; remember you can lean out of a window and shoot.

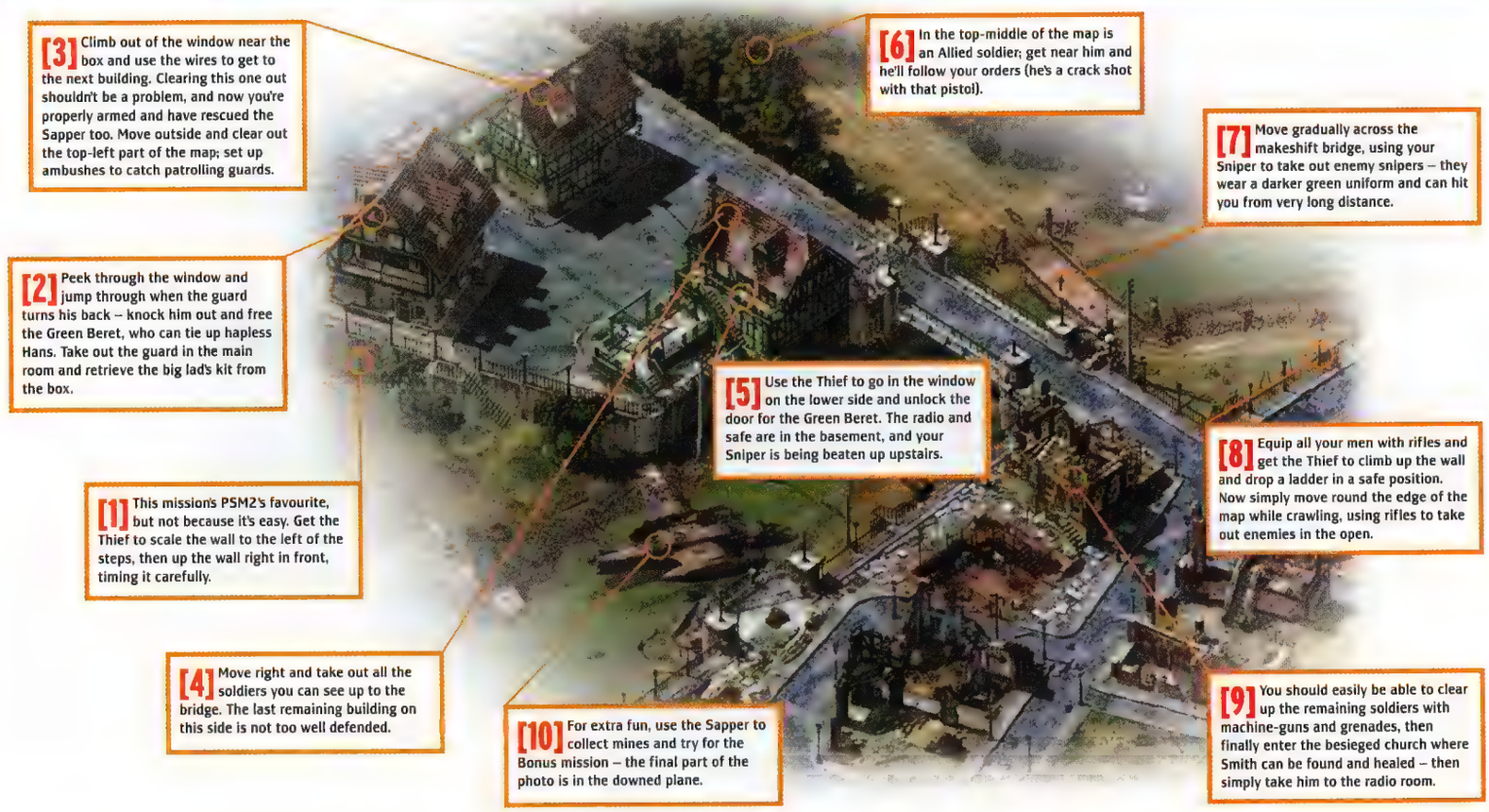
[5] Now get the Green Beret and Sapper to clear out the warehouse in the corner of the map and take the explosives in there.

[6] It's harvest time: move to the right, eliminating all patrolling guards who might foil your plan. Beware of the tank, though. Plant a remote bomb on the first of the two fuel depots.

[7] Plant another remote bomb at the remaining fuel depot. Get the Thief to climb the crane, shimmy onto the carrier and drop a rope ladder to get the rest of the gang aboard.

[8] Set off the bombs, hide in the container and Robert's your father's brother.

MISSION 8: SAVING PRIVATE SMITH



[1] This mission's PSM2's favourite, but not because it's easy. Get the Thief to scale the wall to the left of the steps, then up the wall right in front, timing it carefully.

[2] Peek through the window and jump through when the guard turns his back – knock him out and free the Green Beret, who can tie up hapless Hans. Take out the guard in the main room and retrieve the big lad's kit from the box.

[3] Climb out of the window near the box and use the wires to get to the next building. Clearing this one out shouldn't be a problem, and now you're properly armed and have rescued the Sapper too. Move outside and clear out the top-left part of the map; set up ambushes to catch patrolling guards.

[4] Move right and take out all the soldiers you can see up to the bridge. The last remaining building on this side is not too well defended.

[5] Use the Thief to go in the window on the lower side and unlock the door for the Green Beret. The radio and safe are in the basement, and your Sniper is being beaten up upstairs.

[6] In the top-middle of the map is an Allied soldier; get near him and he'll follow your orders (he's a crack shot with that pistol).

[7] Move gradually across the makeshift bridge, using your Sniper to take out enemy snipers – they wear a darker green uniform and can hit you from very long distance.

[8] Equip all your men with rifles and get the Thief to climb up the wall and drop a ladder in a safe position. Now simply move round the edge of the map while crawling, using rifles to take out enemies in the open.

[9] You should easily be able to clear up the remaining soldiers with machine-guns and grenades, then finally enter the besieged church where Smith can be found and healed – then simply take him to the radio room.

[10] For extra fun, use the Sapper to collect mines and try for the Bonus mission – the final part of the photo is in the downed plane.

MISSION 9: CASTLE COLDITZ

[8] You'll see the Thief about to be shot; distract the soldier at the top of the steps then grenade the firing squad. Now you need to find the three parts of the secret plan. In the notebook, select the objective and then the target icon – you should get an arrow indicating which way to go. In this way, you should easily be able to locate the three parts – but also plenty of guards. Save often, keep your guns full of ammo, use keyholes and take your time. Now – do you have time to help all the prisoners escape? You need to collect a whopping 58 uniforms and distribute them. It's not too tricky, but it's time-consuming. In any case, head into the large courtyard and into the radio tower; make a noise to bring the guards down and shoot them (the last prisoner is in the tower).

[7] You'll find the Spy near the church; give him a patrol leader's uniform and some syringes. Make this area in the top-left of the map your own and get the Driver into your team – his grenade ability will be handy. Now head into the castle proper; use the Spy to distract and the Green Beret to knock out as there's little cover here.

[6] Move north towards the wired compound, keeping an eye out for snipers in the castle. All the buildings here are full of goodies if you fancy 'em.

[5] Careful – there's another sniper in the circular tower.

[1] First off, take out the guards near the greenhouses.

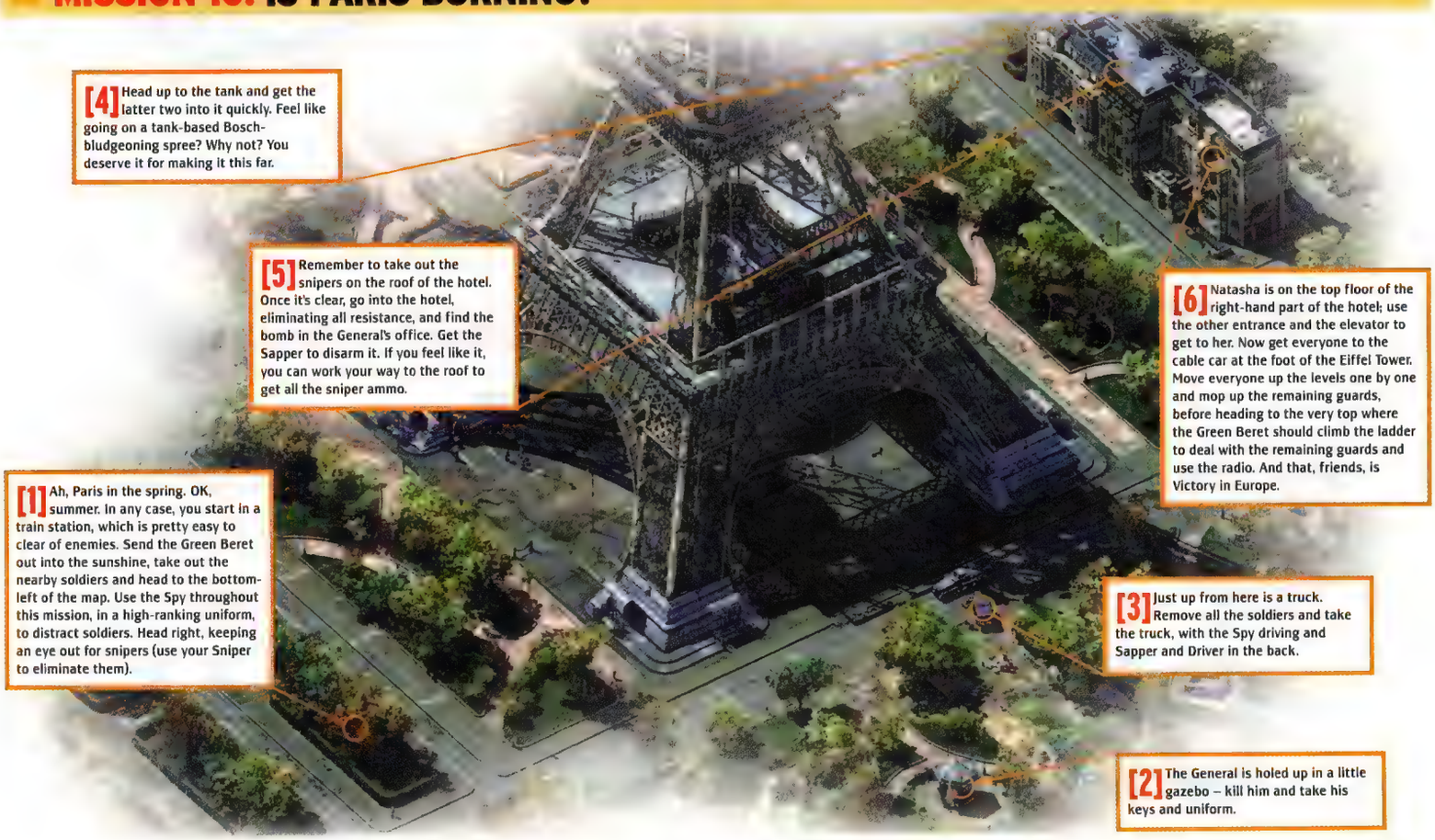
[2] Work your way through the three houses, collecting equipment and ammunition as you go.

[3] The compound is next: take out everyone inside (don't worry about making a noise).

[9] After you've transmitted the message, take all your men back to the Green Beret's starting position and head for home. If you've found all 30 pieces of the bonus mission, you're in for a real treat...

[4] Now get the Sniper to take out the enemy sniper on the walls of the castle, so the Green Beret can cross the bridge safely.

MISSION 10: IS PARIS BURNING?



[4] Head up to the tank and get the latter two into it quickly. Feel like going on a tank-based Bosch-bludgeoning spree? Why not? You deserve it for making it this far.

[5] Remember to take out the snipers on the roof of the hotel. Once it's clear, go into the hotel, eliminating all resistance, and find the bomb in the General's office. Get the Sapper to disarm it. If you feel like it, you can work your way to the roof to get all the sniper ammo.

[6] Natasha is on the top floor of the right-hand part of the hotel; use the other entrance and the elevator to get to her. Now get everyone to the cable car at the foot of the Eiffel Tower. Move everyone up the levels one by one and mop up the remaining guards, before heading to the very top where the Green Beret should climb the ladder to deal with the remaining guards and use the radio. And that, friends, is Victory in Europe.

[1] Ah, Paris in the spring. OK, summer. In any case, you start in a train station, which is pretty easy to clear of enemies. Send the Green Beret out into the sunshine, take out the nearby soldiers and head to the bottom-left of the map. Use the Spy throughout this mission, in a high-ranking uniform, to distract soldiers. Head right, keeping an eye out for snipers (use your Sniper to eliminate them).

[3] Just up from here is a truck. Remove all the soldiers and take the truck, with the Spy driving and Sapper and Driver in the back.

[2] The General is holed up in a little gazebo – kill him and take his keys and uniform.

Everybody Runs...

...to their newsagent to grab Total Film's Minority Report issue!

PLUS!

50 Great Movie In-Jokes Sarah Michelle Gellar
Giant Film & DVD Review Section **Movie Idiots**
John Sayles **Win an Austin Powers Vespa!**

ON SALE NOW

LMA MANAGER 2002

PART 3 FEVER PITCH

Struggling to bulge the onion bag? Fighting for survival instead of basking in the glory? Hey, don't break into a Jose Antonio Camacho-like sweat – let PSM2 guide you straight to the top of the table...

AIM OF THE GAME

LMA 2002 covers just about every aspect you can think of when it comes to managing a footie team and many you probably didn't. There's a hell of a lot more to consider than just your starting 11 – including keeping the rest of the squad happy or dealing with unexpected injury crises, scouring the globe for fresh talent and keeping a close eye on your finances – and you'll have to run a tight ship to stay on the road to success. Its stat-heavy nature might put some off but give it a chance and you'll find one of the best experiences to be had on your PS2, and an addictive alternative to the standard action adventures. Be warned, though: this is no walk in the park – you'll need to get your thinking cap on if you want to survive the cut-throat wheeler-dealings of the modern game.

WHAT WE SAID...

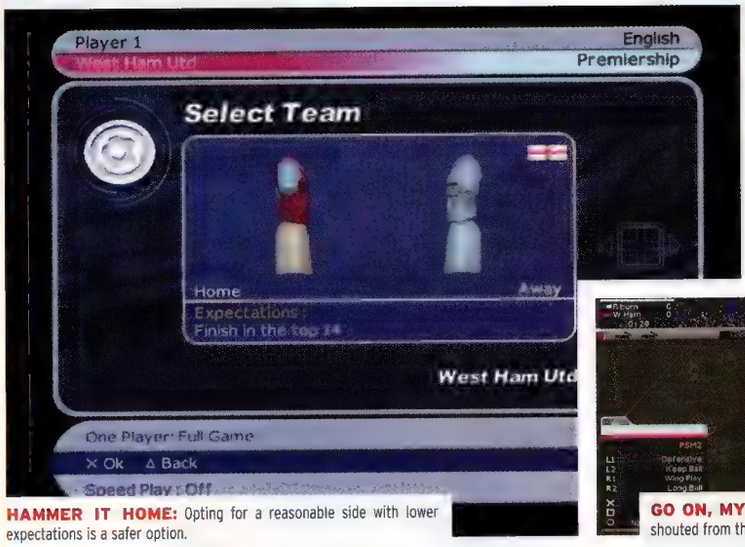
PSM2 ISSUE #22 May 2002

"Balanced gameplay and slick presentation make *LMA* one of the most appealing management games on any system."

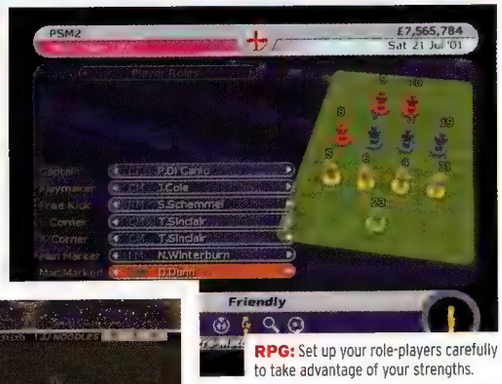
WHAT WE SAY NOW

"*LMA Manager 2002* is the game we all hoped it would be and proves that PS2 can carry a quality management sim."

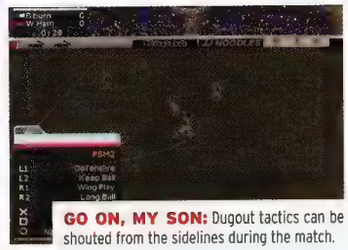
86



HAMMER IT HOME: Opting for a reasonable side with lower expectations is a safer option.



RPG: Set up your role-players carefully to take advantage of your strengths.



GO ON, MY SON: Dugout tactics can be shouted from the sidelines during the match.

1) CHOOSE CAREFULLY!

It might be tempting to opt for Premiership big-boys such as Liverpool or Man Utd, but consider carefully your choice of club. It's certainly more glamorous and wealthy, but a job in the top-flight also shoulders considerable responsibility. The board of directors and supporters at Anfield, for example, will expect you to qualify the team for the European Cup, and if you're not up to the task, you'll be packing your bags by the end of your first season. Taking the job at sides with lower expectations however, will ease the burden somewhat and any honours you earn will do your reputation as a manager the world of good. Hopping into Glen Roeder's size 12s at West Ham for example, means that your players won't have to deal with the added strain of European matches during the season and the board only expects a finish in the top 14 of the Premiership. However, with a fairly young squad and some talented players like Joe Cole, Freddie Kanute and Paulo Di Canio in the team, there's definite potential to exceed expectations.

2) MANAGING YOUR SQUAD EFFECTIVELY

When picking your starting 11, there are a number of factors for you to consider. Individuals are rated on a multitude of stats that give a clear picture of how good they are, including (for outfield players) tackling, marking, shooting and heading. Goalkeepers are also rated, with abilities such as their shot-stopping, agility and diving detailed. To compare players in your squad, place the highlight over the first player and press ⊗, then move to the second player. The narrow orange bar below the stats shows the abilities of the first player, below the blue bar of the one currently highlighted.

In addition to these areas, players are also rated on their fitness, temperament, stamina and intelligence, and you should pay close heed to these when appraising a player. A player may well have excellent ball skills, but will they really benefit the team if they run like they smoke 60 a day and get themselves sent off on a regular basis?

Another key consideration is specialist skills, displayed as icons in the bottom- right portion of the screen. These are important for maintaining a well-rounded squad as they indicate whether a player is captaincy material, can lob in long throws or bend in free kicks and corners.

Next to these is another icon representing morale. If you want to keep things harmonious in the ranks and avoid any unsettling dissent, keep an eye on the state of mind of your players. If a player

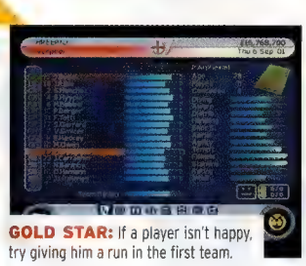
SWAP-SHOP: When considering a substitution, make sure it's a good swap!

HE'S THE MONEY: Keep an eye on bids for players and ditch him when the price is right.

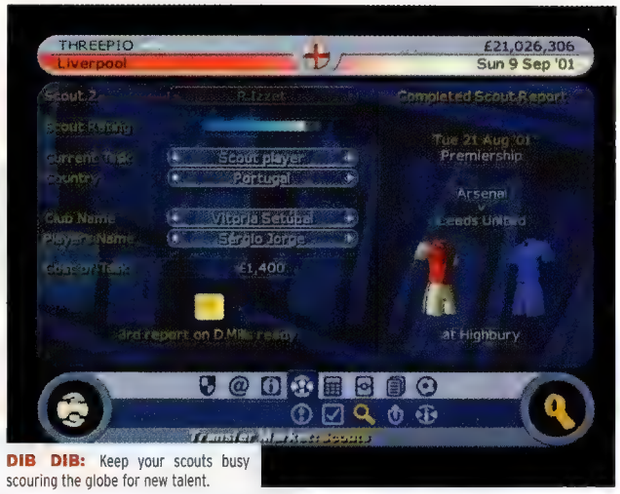
PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

TASTY: If anyone catches your eye, bung 'em on your shortlist of targets.



GOLD STAR: If a player isn't happy, try giving him a run in the first team.



DIB DIB: Keep your scouts busy scouring the globe for new talent.

is unhappy due to a lack of first team opportunities, give them a run for a while. On the other hand, if you're overworking a player in terms of matches and training, it might be advisable to give them a rest before they tire mentally and physically. Working out some sort of squad rotation system can be useful to prevent this and it might even be worth looking at contracts to see if you can offer a more lucrative deal. You probably won't be able to keep everyone content all the time, but ignore player morale at your peril.

3) BACKROOM STAFF

You might be the head honcho, but without a dedicated and talented team working like a well-oiled machine behind the scenes, you've little hope of building a consistent, winning side. While you can choose to do absolutely everything yourself, decent staff will take care of many day-to-day tasks, leaving you free to concentrate on winning matches – this is particularly useful while you're still learning the intricacies of the game.

A good Assistant Manager for example, will be confident in managing the youth team, keeping an eye on promising youngsters who may prove useful to the first team; and a decent Head Coach will run an effective training programme for your team, striking a balance between honing skills to keep individuals sharp, and rest to prevent fatigue as the season progresses. Your scouts are another useful resource and up to three can head off around the globe to report back on your next opposition or certain clubs and individuals.

4) TRAINING

Providing you've employed a good Head Coach, most of your team's training needs will be taken care of. But should you decide to take up the reigns yourself, you should first consider whether you want the training regime to be aimed at the team as a whole, honing their abilities to your own tactical style, or on more of an individual basis, to improve particular skills for certain players. Each individual player's level of work and rest can be adjusted to suit their needs but you should be cautious when altering this. Keeping the balance between the two is important if your players are to remain in a good frame of mind and stay sharp physically for matches. The game also allows you to set a bias toward skill or stamina training, depending on which you feel would most benefit the team.

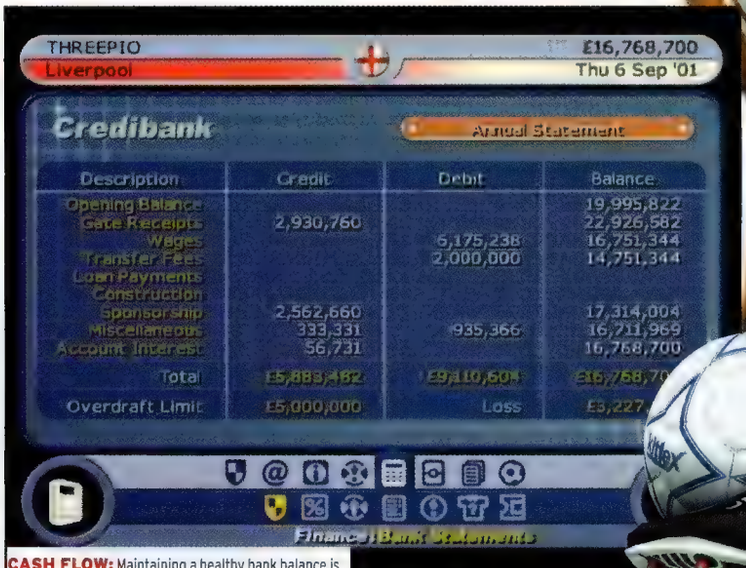
The types of training available falls into four categories: Box work, Crossing, Five-a-side and One-on-one, and you should study individual stats to see which areas would be beneficial.

Of course, improvements will only happen over time – so make sure you carefully plan which areas you'd like to see gains in and set a training regime accordingly. Tailoring the training programme of potential young stars to your exact needs can be a very useful way of building for the future.

SUBSTITUTION'S ALL YOU NEED: Individual performances can be monitored during a game and subs made accordingly.

5) PLAYING THE TRANSFER MARKET

LMA 2002 offers access to thousands of players from around the world – providing you've got a purse big enough to attract them. In reality, you're unlikely to have enough cash to buy Zidane,



CASH FLOW: Maintaining a healthy bank balance is a tricky business when the demands are high.

IT'S TRAINING MEN: To hone the squad's skills to match your tactics, pick team training.

ONE ON ONE: If you feel your players need the more personal touch, go for individual sessions.

KOREA CHANGE: New Liverpool midfield signing Totti bags his first goal of the season.

Ronaldo or Luis Figo, so you'll have to be shrewd. To start with, make sure that your scouts are kept busy either attending matches in the domestic leagues or jetting off all over Europe to search for new talent in areas you feel the squad needs strengthening. As they report back to you, add players of interest to your shortlist and consider carefully before you make any offers.

On a regular basis, examine your squad and get shot of any players that are either fulfilling no constructive role, or are getting too long in the tooth. It's generally possible to find a buyer somewhere for these players and it will save on your wage bill to offload them. Also keep a close eye on your youth players' progress, as this can be another useful source of income to the club, though you should be careful that you don't sell your own squad short.

If you've decided you want to buy a player and he's still under contract with another club, you'll almost definitely have to offer over the odds but you should leave enough room to increase your offer if necessary. If you're in charge of a less glamorous club and trying to convince a player to join, it'll prove easier if he isn't currently getting regular first team football. Sometimes though, it'll prove impossible to tempt a player to join your team, so you should know when to look elsewhere.

6) GETTING YOUR TACTICS RIGHT

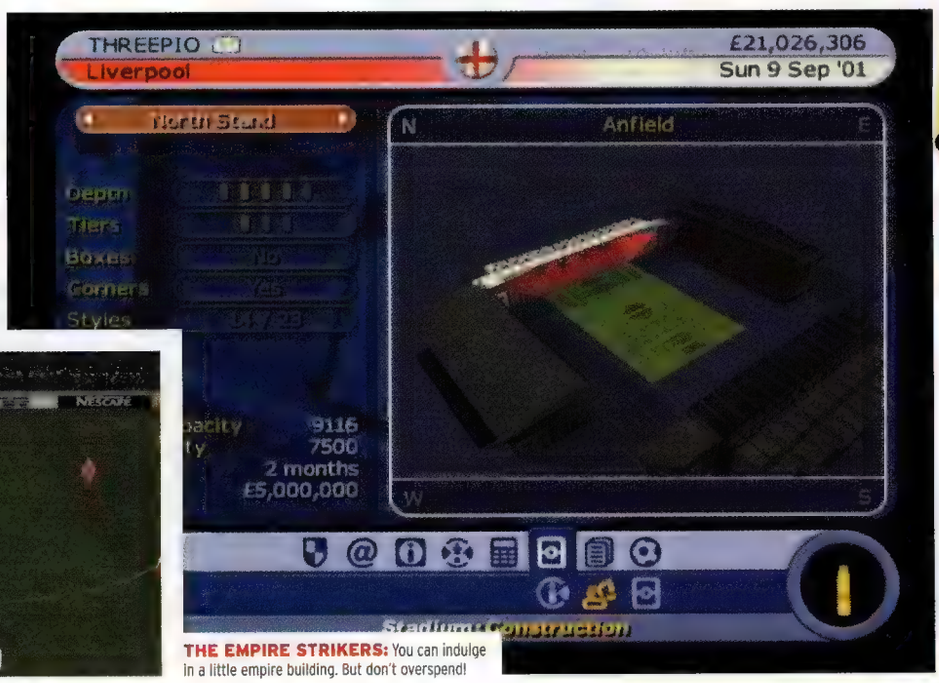
You can have the best players in the world but without the right tactics they'll look more like a Sunday league side than top pros, so getting your strategy right is essential to success. The basic rule to remember here is to play to the strengths of your squad, while studying the opposition to take advantage of their weaknesses. For example, if you've got pacey strikers and you're up against a strong attacking team, it may be advantageous to defend deep, pack the midfield, and try to catch them on the break with a swift counter attack. Using a man-marker will help you to neutralise the threat of the opposition's best player, but will tire out your defender far more quickly than usual.

Also, don't be scared to go for a bold formation if the situation requires it. If you're in desperate need of goals, try an attacking formation such as 3-5-3 with a direct attacking style. Conversely, if you're consistently leaking at the back, try a 5-4-1 with a patient attacking style and short passing, as this will help disrupt the opposition's rhythm. Whatever you choose, your players must have the abilities to match, so ensure that your training program is catering for the skills needed.

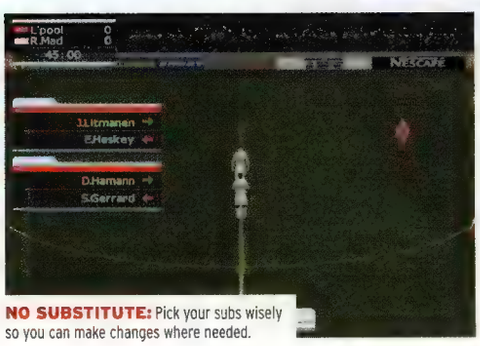
When setting up team tactics and dugout tactics (activated in-game with the shoulder buttons), try to make sure that they provide some variety, should the need arise. In general, assign two offensive and two defensive tactics to your dugout and ensure that they differ from the way you've set up your team tactics. During the match, try to read the game and shout these tactics only when the situation dictates it, as switching too often will only cause confusion among your players.

Finally, when choosing your captain, make sure that the player you select has a high intelligence and influence rating, as these will be the best suited to rallying the troops. If you opt for a playmaker, pick an intelligent attacking midfielder with a good fitness rating that will be able to provide the creativity you're looking for.

FIELD MARSHALL: Get a report on the opposition to see what you're up against.



THE EMPIRE STRIKERS: You can indulge in a little empire building. But don't overspend!



NO SUBSTITUTE: Pick your subs wisely so you can make changes where needed.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

FINAL FANTASY 10

PART 3 BEAST ENDERS

This is it then. The end, the final chapter in our *FF10* walkthrough and the last gasp for both Seymour and Sin as we wipe them off the face of the map...

FINAL FANTASY X

AIM OF THE GAME

Straight in at the top of the charts and it's already clogging up our post bags with tips requests. Hopefully this chunk of tips will answer most queries, and carry you through to that epic cut-scene. Plus, we check out all the side-tracking diversions of the Calm Plains and give you a guide to Chocobo training, the monster arena and hiring the Fayth Yojimbo before moving on to the mother of all boss battles.

EXTRA TIME

We've also featured a few added points of interest that kick off once you regain control of Cid's airship. But, as is always the way with games of this magnitude, there's bound to be stuff we've overlooked. If there's anything we've missed, let us know and we'll do a final tips round-up next issue. For now, let's catch up with the party after their banishment to the Via Purifico...

WHAT WE SAID...

PSM2 ISSUE #14 October 2001

"As ever, it's a love/hate thing, but the rewards far outweigh any pain you might encounter on the path to happiness."

WHAT WE SAY NOW

The most effective way to kill six months and much more fun than a coma. Easily the most impressive PS2 game yet – but beware, it's deeply Japanese in a po-faced, RPG way.

91

YUNA BLUBS: Cheer up love...

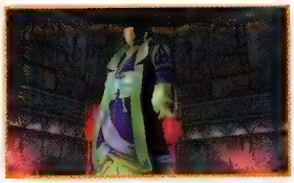
FANTASY FINALS

Come on! Bring it on! Wanna be invincible? Wanna know what it's like to taste victory against insurmountable odds? Then knuckle down and dig in to this, our last big blast of tippage that'll take you all the way back to the start of the game and beyond (eh?). Don't worry, everything'll soon become crystal clear...

VIA PURIFICO

After being condemned by the powers of Yevon, Yuna will be the first to find herself in the maze that is the Via Purifico. The task here is to stay alive until you can find the rest of your team. Take time in exploring and levelling up as there's plenty of chests to uncover in this basic maze as well as a chance to get all Yuna's Aeons in overdrive before you run into...

ISAARU



IFRIT: 1000
VALFORE: 1000
BAHAMUT:2000

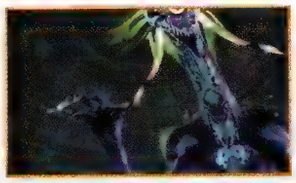
TIP: *If all your summons are in overdrive then this is a breeze. If not, you can still win by matching Shiva against Ifrit, Bahamut against Valfore and any other Aeon in overdrive against Bahamut.*

SPRAY WHAT? Finding Lulu early in the Via Purifico helps clear a path.

DA-DO-AURON: The flashback sequences reveal Auron's tender side.

Once you've defeated the summoner, the action switches to Tidus and a water-based maze that he has to swim through. It's pretty short and the fiends here shouldn't pose too much trouble before you reach the second boss battle of this section.

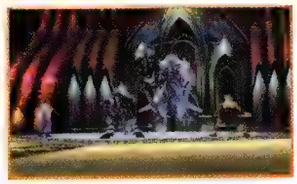
EVRAE ALTANA
HP: 16,384



WEAKNESS: *Any life giving spell*
TIP: *Don't waste any attacks on it initially. Just swim and use your trigger commands to open the sluice gates. Now, check out the Zombie tag to the name in its stats using Scan. This is the ghost of the monster you dispatched on the deck of Cid's airship a couple of hours ago. So, lob a few Phoenix Downs at it and you'll ace this one in no time. The only thing to watch out for is his Stone Gaze (if you have any weapons or armour to guard against this, equip them early). If you chose not to open the sluice gates and go for the harder fight (use X-potions to end it quickly) you'll find two chests containing some decent weapons.*

Once out of the water and back on land, you're offered a brief jaunt down some red carpeted corridors before Seymour turns up for another turn at wiping your party out. Chat to O'aka and get yourself kitted up ready for the action, then use the save points on this section to make sure every character and Aeon is in overdrive.

SEYMOUR TRANSFORMED
HP: 36,000



MORTIBODY
HP: 3000

TIP: *There are a lot of magical attacks kicking off with this one, a factor that can be exploited if Yuna has learned the Reflect spell. First have her cast it on the party members then have her summon as many overdriven Aeons as she can. Once Seymour reaches 12,000HP, the floating alien Mortibody will start casting Cura on his master. Quickly stick a reflect on Seymour and, ta-daa, his Flare spells will damage him and the cures will heal your party. Smart, eh? Also, don't waste time with the Trigger Commands at the start. Just plough straight in.*

YEVON CAN WAIT: The powers that be want your party dead.

SIN LADEN: The end of the game has loads of cut-scenes featuring Sin.

Ding dong the witch is dead – for now – so celebrate by scooting off back to the...

MACALANIA WOODS

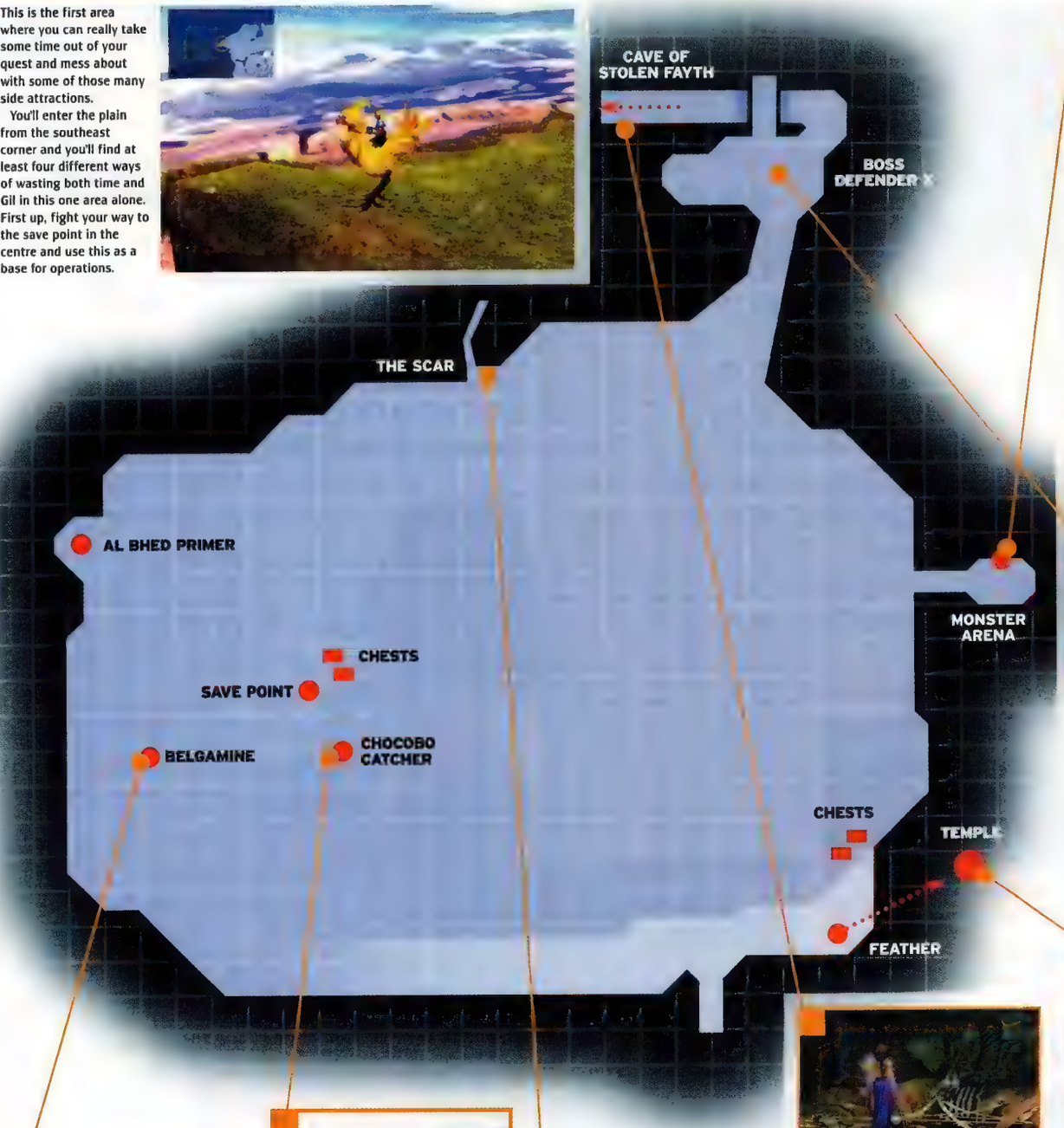
Let the mini cut-scenes run their inevitable course, then guide Tidus down the southern path to meet up with Yuna in the lake. Break out the tissues for one of those touching reunions and then, once the waterworks have dried up, follow the rest of the party into the...

DOME SWEET DOME: Reaching the Ebon Dome finally signals the closing section of the game and a well earned chance to pilot the airship.

CALM LANDS

This is the first area where you can really take some time out of your quest and mess about with some of those many side attractions.

You'll enter the plain from the southeast corner and you'll find at least four different ways of wasting both time and Gil in this one area alone. First up, fight your way to the save point in the centre and use this as a base for operations.

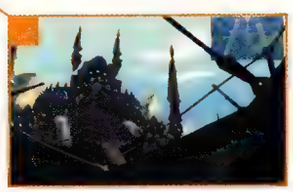


The next neat time-waster is the Monster Arena that's located over on the east wall from the save point. Here you'll meet the owner who'll tell you that he's lost all his monsters and that he needs someone to restock the arena – guess who? Buy the weapons he supplies with the Capture ability attached to them, then tour the land and deal out killer blows with one of these. The result? The monster gets sent to the Monster Arena and you can fight it there whenever you like in return for stats, cash rewards and special items gained from new, unlockable bosses.

The last sidetrack from this area only comes after you've left the Calm Lands through the northeast exit and faced...

DEFENDER X
HP: 64,000

WEAKNESS: *Armour Break*
TIP: *As it says above, this lumbering robot is heavily armoured, so have Auron hit it straight away with armour break then lay into it with as many Aeons as you can. Also, having Lulu in overdrive with Thundra cuts him down to size in no time.*



Ride your Chocobo back up the cliff to the entrance and then continue east until you see the yellow feather on the ground. Press ⊗ here and you'll jump onto the path to the Remiem Temple. Go to the left of the main building for an Al Bhed primer, then head right for another Chocobo race that will give you the Cloudy Mirror (a vital component in gaining everyone's Celestial weapons). As for the temple itself, the Magus Sisters lie within. You'll need to have all the other Aeons in your control (including Yojimbo – see below), have captured all the monsters for both the Calm Lands and Mount Gagazet and won the Blossom Crown from the Monster Arena (see below also). You'll additionally need to get another fight in with Belgamine for the Flower Sceptre (she's now located in the Remiem Temple) and it's a combination of these two items that opens the final door inside the temple. Hardcore stuff then, and only of real interest with those dedicated to squeeze every last gameplay hour from this epic – more on that next issue.

Once this mechanised shambler has been broken down into spare parts, head to the right side of the bridge and take the path down onto the valley floor for one last sidestep off your quest path.

Before entering the cave of the stolen Fayth, follow the path around the side of the cliff and pick up the Rusty Sword at the end – it may not look like much now, but return to the Mi'Ihen Road and Auron will transform it into his Celestial Weapon.

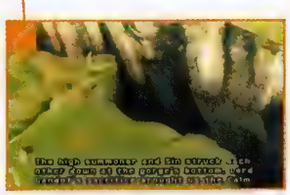
Once inside the cave system, fight your way down, picking up all the chests you find en route. When you get to the save point, hang about and get all your characters and Aeons into overdrive. After that, continue on and face the sub-boss Lady Ginnem (who really didn't present any difficulties for us). Once she's out of the picture, move right and left on the teleport pad before chatting to Yojimbo who lies straight ahead. You can hire him for an extravagant 3,000,000 Gil and all his combat's based on money. Spend more and he'll fight harder, but you'll need deep pockets to make him effective.

Directly southwest from the small collection of tents, you'll find Belgamine. Once again, take time to get your Aeons into overdrive and you'll beat her challenge in no time. Victory means you obtain the Aeon's Soul that allows you to spend items to improve your Aeon's stats.

After visiting her, return to the tents to save, and then move directly south to locate the Chocobo catcher – do this and you'll be able to get around the Calm Lands a lot more quickly.

There are four trials that you have to complete here:

1) Riding the Wobbly Chocobo in a straight line.
2) Riding the Dodger Chocobo against a barrage of blitzballs.
3) Riding the Hyper Chocobo against a trail of blitzballs and gulls.
4) Challenging the Chocobo Catcher to a race. The racing action doesn't end there, though...

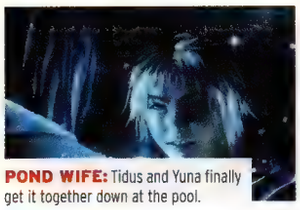


Other points of interest here include two chests in the bottom southeast corner, a cut-scene showing The Scar directly north (look for the pointy rock formation) and another Al Bhed primer on the cliff edge to the northwest.

Right, feel like you've seen everything the Calm Lands has to offer? Good, now go back to the bridge where you faced Defender X and head across to begin your climb of...

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2



POND WIFE: Tidus and Yuna finally get it together down at the pool.

WITCH WAY NOW: Take a detour to the Cave of the Lost Fayth and you'll find some interesting facts about Lulu's past as a guardian.

DREAM PUFF: Returning to the wreckage of Zanakand forces Tidus to realise that he hasn't travelled 1000 years into the future at all...

GAGAZET MOUNTAIN

Straight up, it's time for Kimarhi to settle a few scores with his older brothers in yet another scrap in this boss battle heavy section.

BIRAN & YENKE
HP: BOTH RANDOMISED

WEAKNESS: *Use Lancet to top up Kimarhi's overdrives.*

TIP: *Stock up on overdrive abilities and every time he learns one he'll immediately fill his bar, giving you a chance to try them out. Now all you need to do is avoid using regular attacks when the two assailants are close together (they'll cover for each other and reduce damage) and settle in for a long slog of attacks and heals.*

Once the two hairy brutes are down and everything has been made right in the house of Ronso, you get to continue along the path up the mountain. As soon as you start across the ice there are two chests to nab (one to the right, one to the left – this one needs a touch of perseverance) before you head back up the snowy path. Stick to the track, battle the fiends and make sure you explore the dead ends for extra items and Lord Braska's video sphere. After a while you'll meet up with O'aka's brother Wantz. Buy both the weapons with Zombie Ward as an ability, get your potions all up to scratch (especially the essential Holy Waters) and then continue on until you reach the save point. Once there, spend some time getting everyone in overdrive. Then you have to prepare for the biggest boss battle yet.

SEYMOUR FLUX
HP: 70,000

MORTIORCHIS
HP: 4000

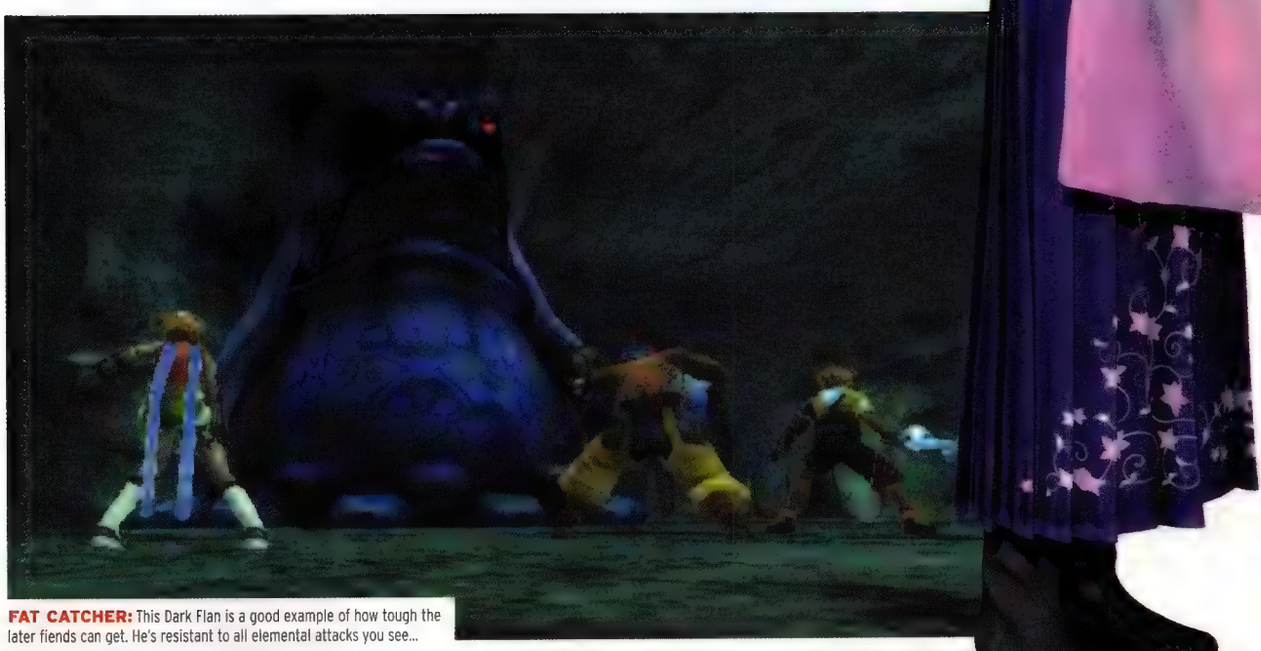
TIP: *This one's by the numbers, so listen carefully. Right, ignore the Trigger Commands at the start and go immediately on the offensive. First, have your party as Lulu, Wakka and Auron. Have Lulu cast Bio on Seymour and then swap her out for Tidus. Have Wakka preform a Silence Attack and, if it works, swap him out for Yuna. Have Tidus cast Haste on Yuna and then get her to cast Protect on everyone before the 'Boss 1' item arrives in the active slot (the Cross Cleave attack is devastating). Also, get everyone in a defensive stance to lower its impact. Revive and Heal after this mighty strike and then barge in with your Aeons, starting with Bahamut first. We managed to kill Seymour before he performed his Total Annihilation attack but, if you can't, Auron should survive as long as Yuna has time to cast Shell on him. Get Yuna back on her feet and carry on throwing Aeons at the Guado.*

MICA LITE: Yevon's head honcho bogs off the minute things get hot.

After this epic scrap, leap on the next save point before heading off further up Mount Gagazet. After a while you'll come across a graveyard full of defeated Fayths where Tidus will have a funny turn and return to a dream of Zanakand. Remember that dwarf in the hood from the start of the game? Well she's only involved in a major plot twist that'll make you look at Tidus in a new light...

Next, it's back down into the cave system. Save yourself up, bring Kirmarhi into play if you encounter the Dark Flan (no, seriously, as he can learn a killer overdrive) and then take the left path down to the water. Swim to the end of the corridor (ignore the path to the right) and battle or flee from anything you encounter.

When you reach the end, get Wakka to throw his blitzball into the centre of the rotating disc four times. When it stops, head back to the save point and take the stairs north. Go left at the junction and back down to the water. Swim to the end and then allocate the characters to the following slots: Rikku to green, Tidus to blue and Wakka to red. Now it's back to the save point once again, left down the hill to where the second hole was (there's a chest there now) and then back to the junction up the stairs. Take a right this time, swim through the water and grab the goodies from the two chests beyond. After that, swim back across the water and turn directly left. A stone stairway has now opened up. Climb it and save at the top. This is a perfect time to, once again, get all your overdrives up to scratch. Head up the tunnel and prepare yourself for another boss battle.



FAT CATCHER: This Dark Flan is a good example of how tough the later fiends can get. He's resistant to all elemental attacks you see...

RIK SURE: The AI B'hed cutie decides she'll follow Yuna to the end.

THE LION WEEPS TONIGHT: Kimarhi's family get wiped out defending their mountain fortress against the advances of Seymour.

MAP TECHNOLOGY: As well as the 'list' option you can also find locations by deciphering clues left behind by the inventive Al B'hed

SANCTUARY KEEPER
HP: 40,000

WEAKNESS: *Reflect*
TIP: *Not as hard as he looks, this one. How we handled it was to cast Reflect on him straight off, have Auron smack him with a couple of Armour Breaks and then get Yuna to call in the Aeons. Reflect plays its ingenious role when the creature starts casting sneaky healing spells on itself. Now they'll be redirected at your party. Smart. If he casts Dispel on himself, just get Lulu or Yuna to cast Reflect once again and then continue with the Aeon attacks. You soon have him down and out.*

After this monumental scrap, carry on up to the summit of Mount Gagazet. Get through Yuna's lengthy will and testament (you can scroll the camera round using the left analogue stick if you want) and then carry on down until you encounter the opening scene and Tudus' timely return to...

ZANAKAND

Once you've finished chatting by the fireside, follow the obvious path down into the ruins and on until you reach the temple at the end – there are two chests to locate en route. Also, seeing as your team's back up to full strength, this is a good time to settle in for some extended combat and some decent levelling up – believe us, you're going to need all the help you can get soon. Save outside the temple then head inside and follow the walkway down. When you see the first shadowed path on the radar, move over to the right-hand side of the road and move up and back on the higher track for a chest. Now move back down and carry on along the original path.

At the three-way split in the path, take the top right track first for a chest and then move straight ahead and further into the Ebon Dome. When you reach the broken bridge, walk over to the left-hand side of the path and take the ramp down to the lower level for another chest. Back up and through the circular arch, then onto the next section. Save at the top of the stairs and set yourself up for the next Temple Trial.

SPECTRAL KEEPER
HP: 52,000

WEAKNESS: *Berserk Ward*
TIP: *Ignore the first round of combat and opt instead for the Trigger Commands. Move your team so that they each have a glyph between them, and there are no two characters side-by-side. Now have Tidus cast Haste on Yuna and have her cast Protect on everyone present. Then, if your Aeons are all overdriven up, just hit the salmon slasher with every single one for a quick, painless victory.*

Once the Keeper's dead, head back into the Dome and get yourself charged up ready for the apocalyptic encounter with Lady Yunalesca. There's a lot of chat in the build up to this, but there are some sections you can speed up with a few deft taps of ⊗. Once all the revelations have been dispensed with (although you'll still be unsure as to how Auron made it back), it's on to yet another epic confrontation.

LADY YUNALESCA
HP: FORM 1 - 24,000

FORM 2 - 48,000
FORM 3 - 60,000

WEAKNESS: *Mental Break*
TIP: *Right, we'll take this one step at a time, shall we?*

FORM 1. Nothing too much to worry about here. Our party was Yuna, Tidus and Auron, and to start with we had Tidus cast Haste on everyone with Yuna closing the package with Reflect (remember you can't use any curative spells once this one is in effect). After that, it was straight in with Mental Breaks from both Tidus and Auron with a smattering of Black Magic from Yuna.

FORM 2: Now things start getting a bit tricky, thanks to Yunalesca's Hellbiter. Quickly Dispel any Reflects except for those on Yuna and use Holy Water immediately after Yunalesca attacks with this – you could end up with some well earned Curas

FUN BLOCK

TEMPLE TRIAL SIX

We were lying about the fun part. This is a torturous test of your memory skills. First up, look at the screen on the far side of the room and then step on the various white dots until you've matched every pattern shown with the coloured tiles that appear on the floor.

Once the door on the opposite wall opens, push the plinth nearest it into the wall. This will activate the screen in the next room. Repeat the process of matching the floor tiles to the screen patters and then, once the first glyph has been lit, return to the first room. Do the four plinths in the corners first, repeating the screen/tile process (don't worry, it does get easier the more you do it) and then remove the Kilika Sphere and place it in one of the middle plinths. The last thing to do is take the Besaid Sphere and place it in the plinth opposite the one you used the Kilika on.

Get all of this right and you'll waltz straight down the lift and into yet another boss battle.

CITY STICK: Zanakand's not what it used to be. After Sin's attack and 1000 years of erosion, it's definitely gone to the dogs.

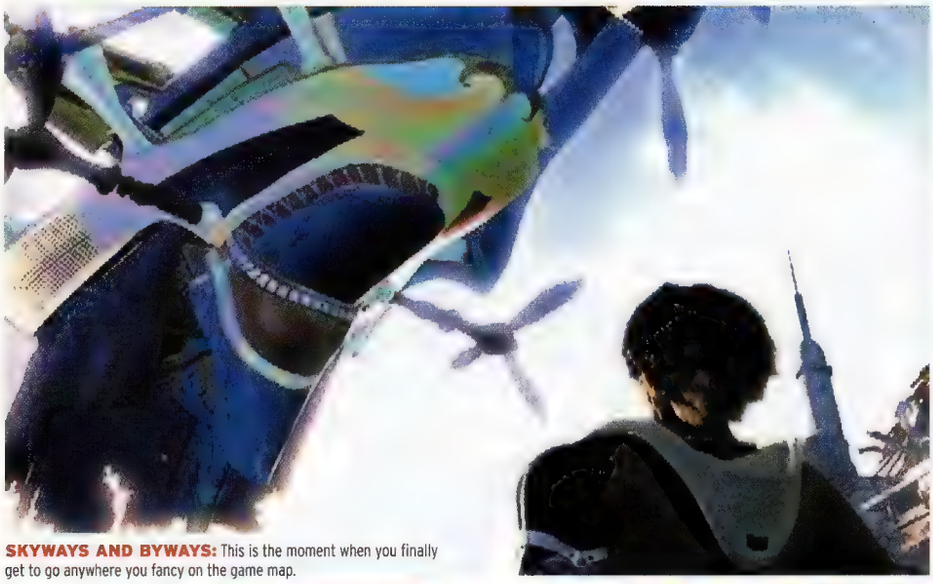
VAROOM PA PA: Rikku helps her dad out at the controls of the airship.

BATTLE STEADY: The party prepare for their first battle against Sin.

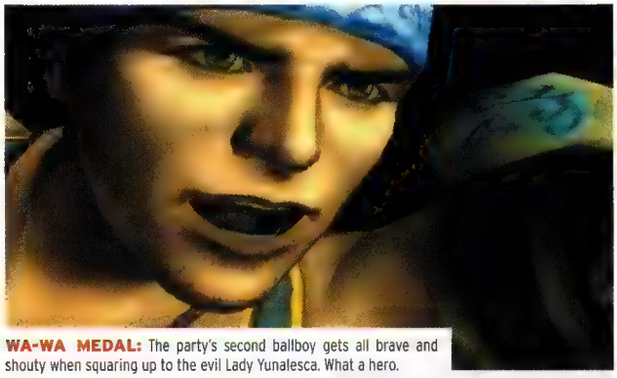
WATER BABE: Yuna has one of her moments. Calm down, love...

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2



SKYWAYS AND BYWAYS: This is the moment when you finally get to go anywhere you fancy on the game map.



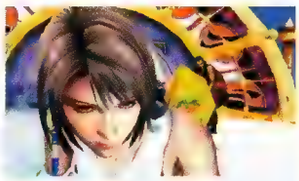
WA-WA MEDAL: The party's second ballboy gets all brave and shouty when squaring up to the evil Lady Yunalesca. What a hero.

or Regens coming your way. Now call up just one of your overdriven Aeons – save the rest for later – to speed things up. Return to the Mental Breaks and keep these up until she mutates again. Note: the ideal way to end this second section is with your party, with high HP but in Zombie status, so balance your final attacks to achieve this.

FORM 3: Yunalesca will instantly hit out with her Mega Death attack. An ear-splitting sonic blast from the angry young metal band? No. A massive attack that'll wipe out anyone this side of the grave. The cunning twist is that zombies are immune to it. Survive this first round and then kick in with those overdriven Aeons. A handy tip here is to have Yuna in overdrive as well as her Aeons. Should any of them survive Yunalesca's attention (Ifrit did for us) you can immediately hit back with a Grand Summon and a second overdrive. Other than that, it's another round dealing with damage and hitting back with any Breaks you have. It's a long old slog, but keep at it, you will win through in the end.

Once Yunalesca is defeated, open the chest by the far steps (you might have to descend these first) and then leave by the way you came in. Once outside you'll be treated to a brilliant cut-scene where you get to see Sin in its entirety before being picked up by Cid and his airship.

NO NEED TO FLOAT: After escaping the advances of the Yevon hierarchy, Yuna takes time out for a quick swim in the woods.



SCRAP NOOK: Sin's fins can easily be dealt with using Ifrit alone.

Once onboard, go to the upper deck and chat to Yuna and Kimarhi to get things rolling again, then return to the cockpit and ask Cid to show you the Nav Map. Now things really begin to open up. Basically, you can fly the airship to any of the locations that are listed. The benefit of this? The chance to get yourself levelled up for the final fight and indulge in some of those sub-quests that we've already mentioned – like finding all the celestial weapons. (See our Q&A next issue.)

Once you've satisfied your desire to explore freely (why couldn't this have happened earlier in the game?), go to the Highbridge location on the Nav Map and, after a brief cut-scene with Maester Mikka and the dwarf Fayth, it's back onto the airship for the protracted final showdown.

KISSING YOU ALREADY: Mmmmmm (slurp) mmmMMMmmm... Tidus does his best to share his last strip of chewing gum with Yuna.

SIN

HP: LEFT FIN - 65,000
RIGHT FIN - 65,000
CORE - 36,000
SINSPAWN GENAIS - 25,000

TIP: *Well here we are, almost at the end of the road. Consequently, the chances of this being easy are slimmer than a sandpapered Kebab stick. The battle is divided into four sections so we'll deal with each one separately.*

LEFT FIN

Head up to the deck of the airship to start the impressive cut-scene and the first leg of the combat. OK, you should have levelled up enough by now to have Tidus to cast Hastega on everyone followed by a few Stamina Tonics (these can be obtained from the Monster Arena). Get Auron to attack with Armour Break and then get Cid to move the airship out of range. Now get Yuna to summon Ifrit and use his Meteor Strike to hit Sin's weak spot. If Ifrit takes damage, just use his Fira spell so that he can heal himself. The only time you need to panic is when Sin starts to charge his Gravija attack. Have Cid move back as soon as this starts and you'll get through the first leg of this no problem.

RIGHT FIN

Same as before with this one, just keep out of range once Sin starts to power up his big attack. The only other thing to watch for with this is the slams the Fin deals out prior to death. Make sure you're all healed up before you enter the next section.

SIN CORE/ SINSPAWN GENAIS

Right, have Lulu cast Firaga at Genais until he slinks away into his shell. As soon as he withdraws, have Yuna summon Bahamut and have him use his shield to deflect the Core's Gravija attack. Dismiss Bahamut and then wade in with any powerful attacks you can before Genais raises his ugly head again. Repeat

PUZZLE FLARE: The party have to navigate the mechanised enemies of the Ebon Dome before they face the final Temple Trial.

MELT CHUCKLE: Cid drops his hard man act and agrees to help.

the process, knuckle down for the long haul and you'll finally come out victorious.

Once you defeat Sin he'll fall back to the planet, giving you the opportunity to heal up and prepare for the next round of combat. Talk to everyone inside the ship making sure you chat to Rikku last and then move back up onto the deck.

SIN
HP: 14,000

TIP: *You've got to act fast here as it's pretty much game over as soon as Sin opens his gob. Again, have Tidus cast Hastega on everyone, get Auron to swing out with Armour Break and make sure you restrict time spent healing by using Mega Potions. Hopefully, by now, Lulu should have her strongest spells so bring them into play. Also, if Tidus has Quick Hit, use that as well so you can keep up a hail of attacks.*

The advantage of the creature opening his mouth is that your party can now venture inside it for some well-earned exploration. First, move down the path into the mist and, when you reach the junction, head left and continue until you meet another branch. Take the left fork, open the chest and grab the sphere inside. Keep moving down this path and grab the Phantom Ring from the alcove on the left. After this, head back up the path and look for another chest. This time it'll contain an Elixir. Keep searching down the different paths and there's also a Wizard Lance and a Level 3 Key Sphere to be found. Once you've got all of these, locate the save point and get ship-shape for the last big push.

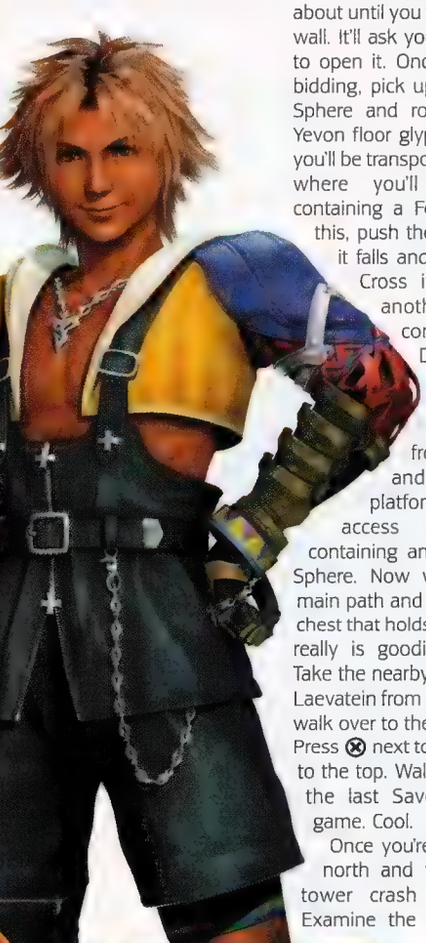
SEYMOUR OMNIS
HP: 80,000

TIP: *Get Yuna ready with her Nul magics, as Seymour – like before – kicks out some serious elemental spells. Go for characters with long range attacks (ie, Lulu, Wakka and Yuna) as the Mortiphasm wheels are out of range. Keep an eye on these spinners as they indicate what element he's going to attack with next. Use the opposite element and keep up attacks using those not currently involved in healing or defensive magic. After a while, Seymour will turn red, meaning that he's about to attack with his Ultima spell. Make sure you've cast Shell on everyone to survive this. Now keep matching your attacks to counter the wheels and send the whispering berk to the far plane.*

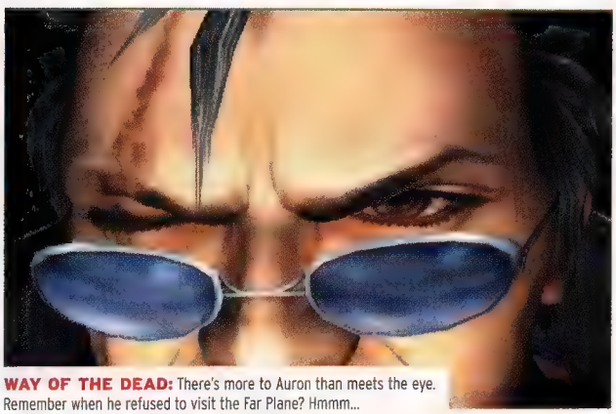
SIN AND TONIC: Use the Trigger command to speed Sin's death.

Once Seymour's dead, head right at the next junction and search about until you find a glyph on the wall. It'll ask you to kill ten fiends to open it. Once you've done its bidding, pick up the Level 4 Key Sphere and root about for the Yevon floor glyph. Step on it and you'll be transported to a new area where you'll find a chest containing a Four-On-One. After this, push the nearby wall until it falls and creates a bridge. Cross it and you'll find another chest containing a Defending Bracer. Continue down the ramp, grab the 20,000 Gil from the next chest and hop onto the platform next to it to access a secret area containing an HP and Defence Sphere. Now walk back to the main path and go left for another chest that holds a Mega Elixir (this really is goodies central, here). Take the nearby ramp down, grab Laevatein from the next chest and walk over to the wall to the north. Press ⊗ next to it and you'll move to the top. Walk left and, hey, it's the last Save Sphere of the game. Cool.

Once you're all sorted, move north and you'll see a large tower crash to the ground. Examine the rubble and you'll find a circular area. Avoid the crystals that pop up from the ground (each one contains a fight) and grab what you can from the ten chests present. Once all ten have been opened, you'll be transported for a brief chat with Jecht. Follow him north for a lengthier discussion and then the final fight will begin.



GOAD TO NOWHERE: Fighting your way to the Ebon Dome gives another valuable opportunity to boost those overdrives.



WAY OF THE DEAD: There's more to Auron than meets the eye. Remember when he refused to visit the Far Plane? Hmmm...

BRASKA'S FINAL AEON
HP: FORM 1 - 60,000

FORM 2 - 120,000
YU PAGODAS 5,000 EACH.

FORM 1: You know the drill by now. Get Tidus to cast Hastega on everyone. Then, if your Auron has Zombie Attack, start off with that as it stops the Pagodas from casting heal on him and boosting his overdrive bar. Importantly, don't use your Talk Trigger Command at the start, save it for later. Now dig in with your big hitters and call upon Yuna's Holy magic to make this critter wince. Don't target the Pagodas directly – they'll only return stronger – instead have Yuna 'feed' off them using either Lancet or Osmose.

Once you finish off the first form, Braska will haul out a hefty sword and mutate.

FORM 2: The sweeping attack deals out damage to everyone simultaneously, so use some of those Mega Potions to soothe the burn. After recovering, keep up your attacks and keep a close eye on the fiend's overdrive gauge. When Jecht's HP falls below 60,000 a new overdrive will appear that deals out massive damage to everyone. This is where that saved Talk command comes in. Get Tidus to trigger it and keep the overdrive gauge off the boil. Keep up the attacks until he's down to his last gasp and then call in your overdriven Aeons to finish him off.

And that's it, game over man. Settle in for the extended and incredibly beautiful cut-scene then crawl over to the telephone and call all the mates you haven't seen for the last three months.

SUCKER UP: Make sure you make use of Kimahri's Lancet skills against later enemies as there are loads of overdrives to be gained.

NEXT ISSUE! ON SALE THURSDAY 8 AUGUST
Initially, we thought this would be the final instalment. But it's not just the big, fat many of you have been writing in with requests we've chosen to do our best to answer here. Cheats, weapons, hidden boss battles, all the incentives... And then and then...

"PlayStation" are registered trademarks of Sony Computer Entertainment Inc. is a trademark of Sony Corporation. DISTRIBUTED BY SONY COMPUTER ENTERTAINMENT EUROPE
Character Designs: TETSUYA NOMURA
ALL RIGHTS RESERVED. © 2001, 2002 Square Co., Ltd. All rights reserved. FINAL FANTASY and the SQUARESOFT logo are registered trademarks of Square Co., Ltd.

PlayStation 2

FINAL FANTASY X

SQUARESOFT

The epic Final Fantasy series can now be experienced on PS2 for the first time. But without you the most fantastic gaming story ever created cannot continue. Help Tidus and Yuna battle through an epic journey in an attempt to save the world of Spira from the evil Sin. What are you waiting for?

SQUARESOFT

THEIR DESTINY IS IN YOUR HANDS.

uk.playstation.com

PlayStation 2
THE THIRD PLACE

SAVE EVEN MORE MONEY!

GUARANTEE YOUR NEXT 13 ISSUES OF **PSM2** COMPLETE WITH DEMO DVD - AND SAVE £1.00 EVERY SINGLE ISSUE!

LIMITED OFFER!

HUGE DVD WITH EVERY ISSUE!

Get 13 issues for just £2.99 each! Save 25% off the cover price!

This offer is available for a limited time only - so hurry and subscribe today!

- ☑ **Save a massive £12.97** off the cover price (you only pay £38.90 for 13 issues).
- ☑ **Every issue** delivered direct to your front door - absolutely free (UK only).
- ☑ **Each issue hot off the press!** You get the first copies every month.

HOW CAN I SUBSCRIBE?

CALL TODAY: 0870 444 8667
quoting UPLP25

Alternatively:
- Fill in the coupon below, or...
- Subscribe on-line at: www.futurenet.com/promotion/pg024/107

SUBSCRIBE TODAY!

❑ Yes, I want to subscribe to PSM2

Your details

Title _____ Initials _____ Surname _____

Address _____

Postcode _____ Country _____

Daytime telephone number _____

E-mail address _____

Please choose your method of payment 1, 2, 3 or 4.

1 ❑ Direct Debit (UK only) 13 issues ONLY £38.90.
(Full amount will be deducted in advance and in one lump sum)

All prices are for 13 issues

UK (cheque/credit card) £38.90

Europe (Inc. Eire) & N. USA* ~~£49.99~~

Rest of the world* £59.99

*AIRMAIL

2 ❑ Cheque (payable to Future Publishing Ltd. Sterling cheques drawn on a UK account.)

3 ❑ Visa ❑ MasterCard ❑ Amex

4 ❑ Switch Issue No/Valid date _____

Card No ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expires ☐☐☐☐

Signature _____ Date _____

UK readers return this coupon to:

PSM2 Subscriptions, Future Publishing Ltd, Freepost BS4900, Somerton, Somerset, TA11 6BR

Overseas readers return this coupon (postage payable) to:

PSM2 Subscriptions, Future Publishing Ltd, Cary Court, Somerton, Somerset, TA11 6TB, UK

❑ Please tick this box if you would prefer not to receive information on other offers.

Your subscription will start with the next available issue

Instruction to your Bank or Building Society to pay Direct Debits.

future publishing Media with passion

DIRECT Debit

Originator's Identification Number: 7 6 8 1 9 5

Future Publishing Ltd. Cary Court, Somerton. Somerset. TA11 6BR

Please send this form to address shown

1. Name and full postal address of your Bank or Building Society branch

To: The Manager Bank/Building Society

Address _____

_____ Postcode

2. Name(s) of account holder(s)

3. Branch sort code (from the top right-hand corner of your cheque) ☐☐☐☐☐☐

4. Bank or Building Society account number ☐☐☐☐☐☐☐☐

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this Instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing and if so, details will be passed electronically to my bank or building society.

Signature(s) _____ Date _____

Ref No (Office use only) _____

Banks and Building Societies may not accept Direct Debit Instructions for some types of account

Order code: UPLP25 Important - you may photocopy this blank form and then complete it. You cannot fax or e-mail Direct Debit forms Offer ends 07.08.2002

BACK ISSUES!

COMPLETE YOUR COLLECTION OF BRITAIN'S FIRST AND BEST PLAYSTATION 2 MAGAZINE

MISSED AN ISSUE OF YOUR FAVOURITE PS2 MAG & DVD?

Individual back issue prices indicated. Please call the number below for availability and ordering.

ISSUE #01 Oct 2000 Sold Out
ISSUE #02 Nov 2000 Sold Out
ISSUE #03 Dec 2000 Sold Out
ISSUE #04 Xmas 2000 Sold Out
ISSUE #05 January 2001 Sold Out
ISSUE #06 February 2001 Sold Out
ISSUE #07 March 2001 Sold Out
ISSUE #08 April 2001 Sold Out
ISSUE #09 May 2001 Sold Out
ISSUE #10 June 2001 Sold Out
ISSUE #11 July 2001 Sold Out
ISSUE #12 Aug 2001 Sold Out
ISSUE #13 Sept 2001 Sold Out
ISSUE #14 Oct 2001 Sold Out
ISSUE #15 Nov 2001 Sold Out
ISSUE #16 Dec 2001 Sold Out
ISSUE #17 Xmas 2001 Sold Out

ISSUE #18
January £3.99

PREVIEWS include: Huge 2002 blowout **REVIEWS include:** Jak and Daxter **PLUS:** PSM2 DVD # 14

ISSUE #19
February £3.99

PREVIEWS include: Deus Ex, Drakan **REVIEWS include:** GT Concept, WipEout **PLUS:** PSM2 DVD # 15

ISSUE #20
March £3.99

PREVIEWS include: Jedi Starfighter **REVIEWS include:** Maximo, VF4 **PLUS:** PSM2 DVD # 16

ISSUE #21
April £3.99

PREVIEWS include: Stuntman **REVIEWS include:** Herdy Gerdy, Sled Storm 2 **PLUS:** PSM2 DVD # 17

ISSUE #22
May £4.49

PREVIEWS include: Spider-Man **REVIEWS include:** FIFA World Cup **PLUS:** NEW-LOOK PSM2 DVD!

ISSUE #23
June £4.49

PREVIEWS include: Winning Eleven 6 **REVIEWS include:** Medal of Honor **PLUS:** OUR BIGGEST DVD!

ISSUE #24
July £4.49

PREVIEWS include: Battle Engine Aquila **REVIEWS include:** Commandos 2 **PLUS:** TUROK ON DVD!

CALL THE PSM2 BACK ISSUES BATPHONE:

0870 444 8667

The magazine that plays PS2 longer, harder, faster than anyone else.
If you missed last issue, you're missing out – snap up a copy now!

MORE GAMES! MORE INFO! NO BULL!

gamesradar.com

GAMES NEWS AS IT HAPPENS

EVERY GAME / EVERY MACHINE / EVERY MINUTE / EVERY DAY

FROM THE MAKERS OF...

PlayStation MAX
Games Master
NGC
PC GAMER
PSM2
PlayStation 2 OFFICIAL MAGAZINE-UK
XGAMER
Official PlayStation Magazine
EDGE

PLAYSTATION 2 MAGAZINE
PSM2

OVERLOAD

A FRANTIC BURST OF FUTURE PS2

トクセンジョウホウ

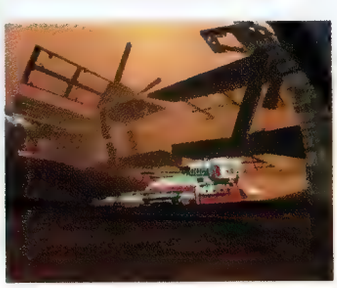
プレビュー

EXPECTED UK NOVEMBER

STAR WARS: CLONE WARS

Republic imperilled by oddly-shaped aliens and shonky robots? Send in the clones...

CREAM OF THE DROPSHIP: Doesn't sound like you'll be able to ferry troops around, mind.

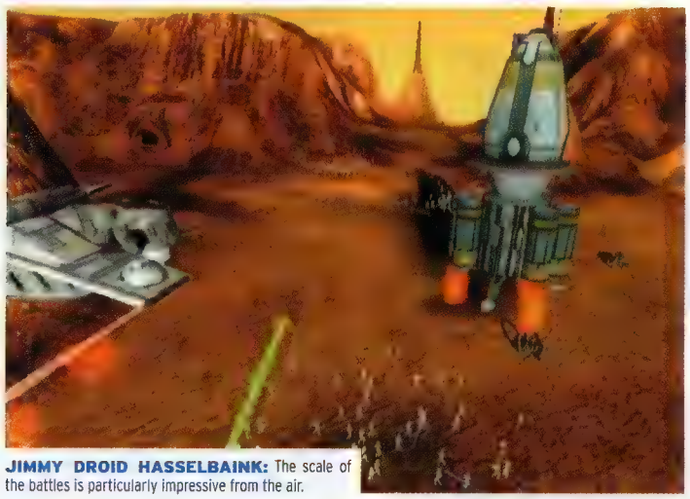


JEDI MERCURY: You do actually get to see Mace and Anakin sometimes, honest.

That's no moon – it's a cannon being constructed by Count Dooku and creepy Ian McDarmid. Annie, Obi and Mace are out to stop him, which makes the game's finale a bit of a foregone conclusion. Still, there's sure to be lots of stuff to blow up – including some tiny Death Stars.

The idea: It's a vehicle-based take on the Clone Wars, with battles mirroring the end of Episode 2 in terms of scale. You'll be in the thick of the action in speeders, gunships and tanks, issuing commands to the troops and living it up as a Jedi. The main three won't be the only playable characters, either – other, lesser known Jedi will pop up.

Best features: Seeing hundreds of baby Jangos in a pitched battle from above, then swooping in, landing your gunship, sprinting into a tank and getting stuck in at the sharp end. Shoot down the Star Destroyer-sized command ships and they'll plummet to earth as ground-based obstacles to be negotiated. It's a shame that the option to switch between vehicles isn't a bit less linear – it simply signals the start of a new set of missions. Still, the two-player mode should make up



JIMMY DROID HASSELBAINK: The scale of the battles is particularly impressive from the air.

SPEEDER'S WIVES: This looks like a relation of the infamous Hoth snow speeders.

DROID GROSSMAN: Ah, now we recognise this from Episode 2 – it's one of the evil droid army's spindly-legged nasties.

TANK OUTSIDER: Sod targeting – will you be able to use the force to lock onto enemies?

for it – hopefully it'll offer competitive missions as well as co-operative ones. The campaign stretches across six planets, from the ruins of Rhen Var to the towering treetop cities of Wookie planet Kashyyyk.

The bottom line: Our early euphoria's been rumpled by the fact that you *won't* be wading into droids with your 'sabre – there's no opportunity for the Jedi to fight on foot. The scale's also marred by the stuttering frame-rate, but we're prepared to believe that Pandemic'll sort that for the release. Let's call *Army Men RTS* a test run, eh?

ANTICIPATION ★★★★

OVERLOAD

A FRANTIC BURST OF FUTURE PS2

EXPECTED UK OCTOBER

TOM CLANCY'S GHOST RECON

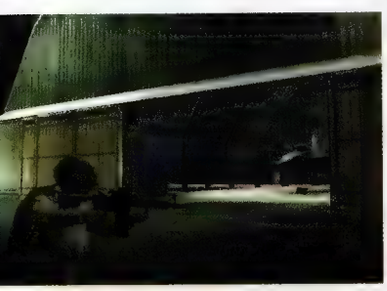
More overspill from the USA's leading political thrillist, only this time it's not the Rainbow Six that are fronting the action. Go on, have a look at the title. Can you guess what this gang of new bad boys are called?

The idea: Russian separatists are doing their best to resurrect Communism and the fat merchant bankers on Capital Hill have ordered you in to re-establish untruth, injustice and the American way...

Best features: Having a six-man team rather than four adds some freshness to the squad-based activities, while everything else unfolds in a typically creepy/shooty manner. There are 15 single-player missions as well as the chance to tackle the Russkies with a mate via co-op, plus an opportunity to have six machines slaved together through the i-Link – now *there's* something new. Other eye openers include eight Desert Siege levels, and a five level tutorial to get you up to speed with the game's multi-layered command systems.

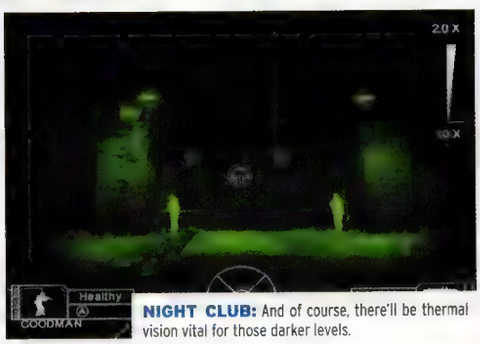
Bottom line: We're already having fun with *Conflict: Desert Storm* which offers much of the same. That said, this does appear to boast a more rewarding multi-player, so it could carve out a slot for itself.

ANTICIPATION ★★

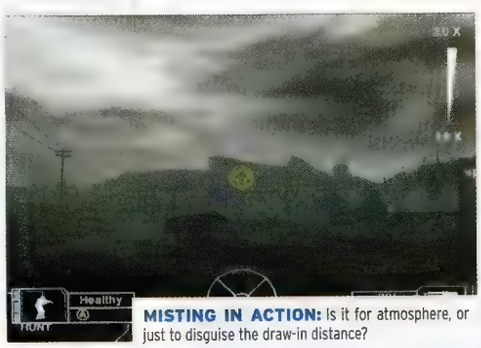


HANGARS 'N' FLASH: But will you be able to fly the planes? *GTA3*'s given us such high standards.

TREES A CROWD: Hmm... lots of trees to hide your six-man squad behind. Mmm, coniferous.



NIGHT CLUB: And of course, there'll be thermal vision vital for those darker levels.



MISTING IN ACTION: Is it for atmosphere, or just to disguise the draw-in distance?

EXPECTED UK TBC

BREATH OF FIRE 5

The idea: Humanity's been forced to live in an underground city called Shelter thanks to a global ecological disaster that occurred centuries ago. The populace have even forgotten that the sky exists until a wandering ranger, Ryu, has a revelation that propels him on a journey up to the surface.

Best Features: Acronyms. Lots of 'em. You've got your SOLS (Scenario Overlay Systems) that mean whenever you restart a game all your items and experience points are carried over. Then there's your PETS (Positive Encounter Tactics Systems) that give you an opportunity to lay traps or decoys prior to initiating combat. Then there's APs (Ability Points) that diminish whenever you perform an action, be that moving or attacking. Complex stuff from the traditional RPG innovators, Capcom.

Bottom line: PS2 is chunking out with RPGs at the moment and with each having gameplay hours that stretch into the 50s, you're going to have to be real choosy about what you buy.

ANTICIPATION ★★★

EXPECTED UK TBC

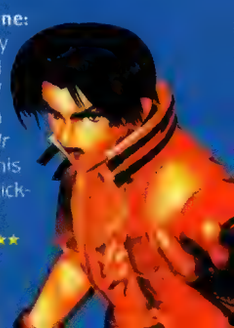
LEGAIA 2: DUEL SAGA

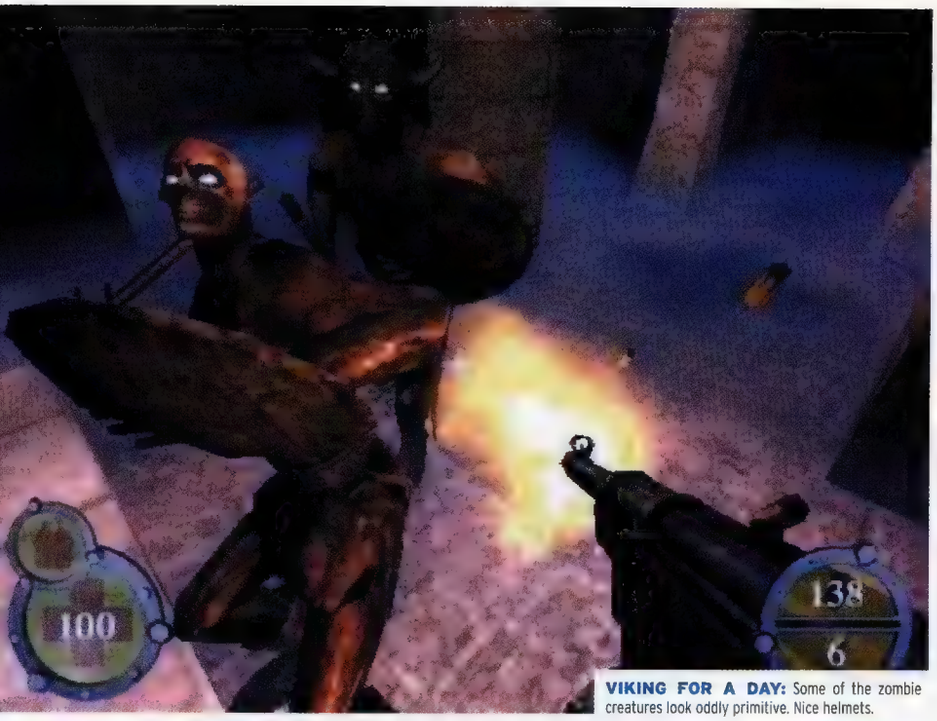
The idea: Evil tyrant nicks magic crystal, village gets shrouded in darkness, plucky youngster goes on a quest to stop him...

Best features: The 'Tactical Arts' battle system that allows *Street Fighter*-style button taps to activate combos. It's also possible to summon 'Origins' to do the dirty work for you. Finally, we're promised side-quests and mini-games.

The Bottom Line: Fresh has already given us a good game (*Mad Maestros*) and a shitty one (*Mr Moskeeto*) – this just looks gimmick-less and average.

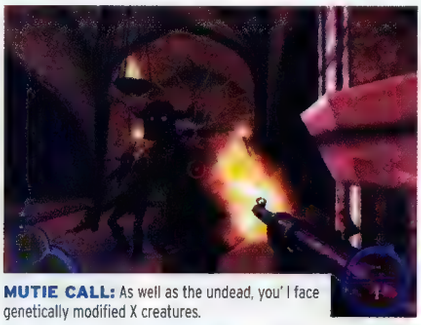
ANTICIPATION ★★





VIKING FOR A DAY: Some of the zombie creatures look oddly primitive. Nice helmets.

WITHOUT FUHRER ADO: Harder troops pack an electro-gun known as the 'Testecoil'. Hmm.



MUTIE CALL: As well as the undead, you' l face genetically modified X creatures.

RETURN TO CASTLE WOLFENSTEIN

Everyone hates Nazis, and everyone loves butchering the undead – so a game involving the wholesale slaughter of zombie Nazis seems inspired. Especially when it's running through the *Quake 3* engine.

The idea: The Hun's developed an army of Teutonic corpses and you, BJ Blazkowicz, are out to stop them. It's a straight port of the PC version – which was a semi-sequel to *Wolfenstein*. Things have moved on since then, with Gray Matter – the guys behind gangland shooter *Kingpin* – taking over for the conversion. Apparently, the best bits are the grim castle-based early levels, with hangars and villages making up the stage count later on. The multi-player element was the best bit of the PC version, with team-based play involving different character classes – engineers lay dynamite, lieutenants hand out ammo and normal grunts lug around weapons. There're no confirmed on-line plans as yet, but we'll be taking a keen interested in how this fares. Medic!

Bottom line: The perfect antidote to head-strainingly cerebral FPS fare like *Deus Ex*, *Wolfenstein* seems to be coping fine with the conversion to PS2. The lighting effects and textures are all in place, and four customisable control options ensure that even Milf'll be able to twist his thumbs round the pad. *Medal of Honour* with bio-engineered freaks? Don't mind if we do...

ANTICIPATION ★★

EXPECTED UK WINTER

MARVEL VS CAPCOM 2

The idea: Marvel's finest take on an army of Capcom talent in a three-a-side pyrotechnic brain-shag of 2D proportions. Blisteringly tactical tag action features crossover assists and triple-team hyper combos, as well as a 'Snapback' feature that *forces* opponents to tag out.

Best features: Unquestionably, the 50+ characters – including the likes of Strider Megaman, and Dr Doom – each with their own special moves. Wait until you see Jill Valentine's zombie-dog-fling.

Bottom line: Tech-fetishist 3D fascists won't like it, Marvel purists might prefer *X-Men: Next Dimension* – but for fans of the *Street Fighter* series, it's like thumb-ruining crack.

ANTICIPATION ★★★★

EXPECTED UK TBC

STARSKY AND HUTCH

The idea: It's a bit like classic arcade mainstay *Lucky and Wild* – only with David Soul and Antonio Fargas in it. The action's themed around the TV show, with 25 missions and ratings-based scoring. Empire promise a retro soundtrack from the original artists, along with "humourous '70s lingo". Funky.

Best features: It'll be compatible with G-Cons and steering wheels, ensuring that we'll spend at least an hour amusing the people in the office opposite our window.

Bottom line: Remember *Dukes of Hazzard*? The shooty-drivey combination'll be a winner if the handling works, but this one's got the scent of novelty value about it...

ANTICIPATION ★★

EXPECTED UK AUTUMN

F355 CHALLENGE: PASSIONE ROSSA

The idea: Yu Suzuki returns to the shiny cars that made him famous. Unlike his earlier efforts – *Outrun*, say – this one's a simulation, boasting authentic handling and an oil-monkey's paradise of parameters. Ramp up the downforce on Suzuka, and crank up the suspension for Motegi Speedway, that's our advice!

Best features: Driving aids'll ease in inexperienced players, but you'll soon be trying to impress the grading system which evaluates and rates your performance. Then it's time to hit Monza for those test circuits...

Bottom line: Notoriously good on the Dreamcast, we've still got love in our hearts for the man who gave us *Hang On* and *After Burner*.

ANTICIPATION ★★★

EXPECTED UK TBC

JET X20

The idea: Depending on how charitable you're feeling, either *SSX*... but on a jetski, or *Dark Summit*... but on a jetski. *Jet X20*'s structured like a surf-sodden adventure, with hidden areas to explore and secrets to uncover. The water's a bit spikey at the moment, but the handling's smooth, with a swift tweak back on the stick pulling the nose up for speedy straightways.

Best features: Leaping and tricking to raised pools for bonus points and cheeky short cuts.

The Bottom Line: *Splashdown* will be tough to beat, but the adventure element *could* work – let's see some thinking outside the four-shoulder-buttons-do-tricks box, though, eh?

ANTICIPATION ★★★

OVERLOAD

A FRANTIC BURST OF FUTURE PS2

EXPECTED UK SEPTEMBER

NEED FOR SPEED: HOT PURSUIT 2

We've literally just finished our first play test of *Hot Pursuit 2* and the news is it's a pristine, lead-footed, road eater. Spacious draw distances, a huge garage of 22 fully deformable cars, an adrenaline-tweaking sensation of speed and the instant lure of being able to play as both Smokey *and* the Bandit.

The idea: Race production cars or nitrous-laced black and whites through beautiful scenery in a cat and mouse style. May not sound great, but this is one of the few recent racers we've seen that can truly justify its existence in an overcrowded market.

Best Features: The cop mode was an instant hit with us. Sit in a speed trap, wait until four speed fiends rip past and then gun the full weight of the highway patrol into action. To aid and abet you, you've got three stinger road blocks, and three bomb dropping helicopters that you can call into play at any time you wish. As a result, hunting perps down actually involves a certain degree of tactical calculation as well as thumbing ⊗ until your nail splinters. Then, once you tire of coffee and doughnuts, you can put all this law-giving goodness behind you by playing as one of the joyriders.

We've also seen a variety of cool camera effects that kick in whenever you do a lengthy jump, avoid a road block or become involved in a hefty collision, as well as discovering a few of the game's many time-shaving short cuts.

Bottom Line: We like this already. It's big – over 90 missions in all – it's beautiful and it's actually offering something different from the repeated traffic dodging of *Burnout* or the hard-and-fast mechanics of *GT3*.

ANTICIPATION ★★★★

SMOKE IS IT: The graphics are realistic but the handling model and action are pure fantasy.

CHOPPER HARASS: If the cop cars don't get you then their missile-firing, bomb-dropping helicopter will.

LORD HAVE MURCIELAGO: As featured in Eminem's Without Me vid. Now you can drive one too.

DENT-AL FLOSS: Amazingly, for a licensed car game, you get to smash the motors up too.

MALCOLM MCLAREN: Thanks to EA'S power and cash you get to drive the world's tastiest motors.

ROBOT REDFORD: There're mega charge-up death blows for tough opponents, natch.

ROBOT THE BRUCE: Pedestrians crumple like meaty skittles under your bot's shiny hooves.

EXPECTED UK TBC

ROBOT ALCHEMICAL DRIVE

ROBOT PLANT: The first-person view works from the operator's perspective, not the robot's.

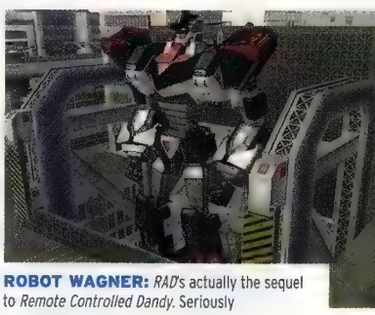
Our reaction when we saw the first shots of this? A groan of dismay at the birth of yet another mech battler. Then, after a more leisurely snout through the small print, we realised that this might be something remarkable.

The idea: Aliens. Not a twee, lovable type, like Marvin The Martian. Nope, these xenomorphs are gigantic and wear T-shirts that read 'Crush, Crush, CRUSH!!!!'. The only way to save the planet from squishing is to grab your remote control and order an equally massive robot to face up to them.

Best Features: Each battle involves two elements. The huge, multi-plated 'bot you're driving into combat with measured taps of the L1 and L2 and the small controller themselves. (Think *Armored Core* mangled with *Zettai Zetsumei Toshi* and you'd be within spitting distance.) You need to batter the opposing force while guiding your fragile human operator out of the way of falling debris and panicking traffic.

Bottom Line: The low camera angles and added worry of looking after your human character adds something new, but the simplistic RPG elements has done little to raise our hopes.

ANTICIPATION ★★



ROBOT WAGNER: *RAD*'s actually the sequel to *Remote Controlled Dandy*. Seriously

EXPECTED UK TBC

BLACK AND WHITE

The idea: Take a respected PC god sim, throw it into the PS2 then sit on your gold plated commode and see if you can pass a winner just by thinking about it hard enough. Oh, sorry, you meant 'the idea' behind the *game* itself... We thought you were after an explanation about Lionhead's development tactics...

Best features: None. We couldn't care less about this. Maybe, once, we might have shown a flicker of interest, but we're starting to understand just how those minions of *Populous* must have felt all those years ago.

Bottom Line: You wait and wait, then you have to wait some more. *Black and White*? More a badly washed shade of non-biological grey.

ANTICIPATION ★

EXPECTED UK TBC

WAR OF THE MONSTERS

The idea: This is another beat-em-up that involves causing massive collateral destruction on the world around you. It's about monsters getting it on in cities in a Godzilla kind of way. Which is fine by us...

Best features: Ten monstrosities to grapple with, including Congar the Goliath Gorilla and Ultra V. Man Made Samurai Robot. Each combatant can chuck about any element of the environment or call upon their super power in times of need.

Bottom line: Ten cities and ten characters just don't add up to a broad enough scope to put this up there with the *Tekkens* of the world. However, if you think that size *does* matter, then this might find favour.

ANTICIPATION ★★

EXPECTED UK TBC

MY STREET

The idea: One thing we're still short of on PS2 is four-player games. Beyond the joys of *Pro Evo* and *Splitters*, we're still up for a bit of group therapy. Not any more though, thanks to Idol Minds' party game.

Best features: It's networked, which means you can play mini-games against three opponents simultaneously on-line. When you enter the game world you're presented with a 3D landscape that acts like a chat room. From here you wander around the houses looking for where the games are at.

Bottom line: Party games have done well on all platforms and networking them is an obvious extension. Kicker is, as our Broadband feature on pg88 states, first you need a network.

ANTICIPATION ★★★

EXPECTED UK TBC

HARVEST MOON: SAVE THE HOMELAND

The idea: You're grandad's died and he's left you his farm. You've got to make it profitable by looking after doe-eyed cattle (awww). This, the third in the farm sim series, has gone all 3D, and it's cuter than Hello Kitty riding a Womble.

Best features: The gentle progression with which the options unfold. You start with just some seeds, sell your produce and, before you're know it, you leading a cow home. One feature that limits quick progression is your character's fatigue meter that forces you back to bed if you've overdone it.

Bottom line: In our view, if this is able to achieve success without the use of a single frag grenade then it gets our vote just for being different.

ANTICIPATION ★★★

DON'T MISS THIS!

"SIGHTS FOR SORE EYES"

THE FULL MGS2 SUBSTANCE TRAILER! YOU WON'T SEE IT ANYWHERE ELSE!

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

SUBSTANCE

Snake in a tux! Raiden carving up ninjas! Skateboarding on Big Shell! It's the exclusive debut of the trailer everyone's talking about!

PLAYED RELIGIOUSLY!

STUNTMAN

Can the *Driver* team repeat their success in Hollywood? Get the truth in PSM2's hype-mashing review!

THE THING

Trust. Fear. Sharp teeth. PSM2 shacks up with Vivendi's shocker – and gets a serious case of cabin fever...

PLUS ALL OF THESE...

WWE Smackdown!, *Blade 2*, *MIB2*, *Pac-Man World* and a whole planet of pain in our *GTA Vice City* advice-o-rama!

NEXT DVD, SEE THESE IN ACTION!

- Metal Gear Solid 2: Substance
- WWE Smackdown! Shut Your Mouth
- Hitman 2
- Dark Cloud 2
- Rayman 3
- Colin McCrae 3
- Red Faction 2
- Ratchet and Clank
- Turok Evolution
- Samurai
- Men In Black 2: Alien Escape
- Primal
- MX Superfly
- Conflict Desert Storm
- Ape Escape 2

Plus loads of major new titles – it's the most comprehensive view of PS2 going!

Magazine and DVD contents are subject to change

ALL IN THE NEXT ISSUE!

PSM2 #26 ON SALE THURSDAY 8TH AUGUST

Sexy Text

Hi. I'm top model Lynda Leigh. Why not text me your fantasy. Maybe I can fix it for you!!

20 Second Instant Response

Vodafone/Orange users get texting, I'm waiting. Send Code 5422 to number 8515

Cellnet users get texting, I'm ready for your text. Send Code 5422 to number 2522

T-Mobile users get texting, what I'm waiting 4. Send Code 5422 to 58242004000

PO BOX FORUM, LONDON N18 2DU. Vodafone text messages cost £1+VAT. Cellnet £1.50 inc VAT. Orange £1.29 inc VAT. T-Mobile £1.00 inc VAT to receive.

Texxxt Contacts

VODAFONE/ORANGE USERS SEND CODE 5421 TO NUMBER 8515

CELLNET USERS SEND CODE 5421 TO NUMBER 2522

T MOBILE USERS SEND CODE 5421 TO 58242004000

Swallow Games Ltd

01603 483990

For Professional and Reliable Service you can Trust

www.swallowgames.co.uk

swallowgames@ aol.com

WHICH WEB TRADER

Attract Women!

£12.95 - Large 100 ml Concentrated Pheromone Spray As Seen on TV! - It REALLY works!!

Now With FREE eBook from www.How-To-Pick-Up-Girls.com

www.attractant.co.uk or call 0845 0 644 655

FREE SEX TOY CATALOGUE

0845 0 644 655

www.sextoybargains.co.uk

ESOTERIC HYDROPONICS

Grow Lights
Starter Kits
Grow Systems
Rapid Delivery
Discreet Service
Excellent Support

Shop, mail order and Ecommerce web site. Phone or Email for our free catalogue and CDROM.

8 Martyr Road, Guildford, GU1 4LF
01483 596484 07958 698152
www.blunt.co.uk jeff@blunt.co.uk

PSM2 Retail Directory

www.acre-games.co.uk

01246 470310

www.electroland.co.uk
Email: sales@electroland.co.uk
We buy, sell and exchange games and consoles. New releases every week. Tel: 01227 273016

INTEX GAMES
02392 242558
Metal Gear Solid 2 £35 99
PS2's £189 99 Games £33 99
www.intex-shop.com

DREAM CONSOLES
Tel: 0115 9566171

WWW.GAMEFRONT.CO.UK
TEL: 0700 2020020 FAX: 0700 2030020
SPECIALISTS IN VIDEO GAME ACCESSORIES

www.ukpc.co.uk
For all your gaming needs across all formats
Free delivery

Chill out and play games with Coastal Consoles
www.coastalconsoles.co.uk
01424 211253

WWW.YORVIK-CONSOLES.CO.UK
USA GAMES £49.99
FREE UK DELIVERY ON EVERYTHING

www.whitedog.co.uk
Hardware, repairs & upgrades • Mail order specialists
Tel: 01782 838182 • Open Monday-Saturday 10-5pm

WWW.campainpaintball.com
tel 01932 865 999

FINANCIAL MANAGEMENT SERVICES
Tel 01932 844 555
Personal Loans • APR 8.7% • Car Finance

Game Solutions UK
www.gamesolutionsuk.com
01642 280555

www.next-gen.co.uk
Game over.....NOT!
01252 523227

FUNHOUSE
Your 1 stop video games shop. Every UK Playstation 2 game stocked. Next day delivery anywhere in the UK. 1 000s of games all formats stocked.
www.playstationgames.net email: funhouse@virgin.net
Tel: 01322 523416 Fax: 01322 559672
31 Crayford High St, Crayford, Kent DA1 4HN

www.anotherworld.co.uk
Import and UK Console Games on PS2, Gamecube, N64, GBA, XBox.
Tel no: 01782 271750/279294/07798 897770

To advertise here ring Laura 01225 442244

Hen & Stag

Ice Cube

www.ice-cube.co.uk
t.0113 250 83 83

www.battleorders.co.uk

MOVIE WEAPONS

Over 1,000 Swords, Guns, Knives, Arms and Armour.
NO LICENCE NEEDED
0870 443 0182
FREE CATALOGUES

BATTLE ORDERS

TONED UP
TONES AND PICTURES

"TONES 4 UR FONE"

New Arrivals

37683 - Enrique Iglesias ..... Hero
37685 - Pink ..... Get The Party Started
37688 - No Doubt ..... Hey Baby
37684 - Puretone ..... Addicted To Bass
37682 - A1 ..... Caught In The Middle
37686 - Britney Spears ..... Overprotected
37689 - Alien Ant Farm ..... Movies
37690 - Jakatta ..... So Lonely
37674 - Sophie Ellis Bextor ..... Murder on the dancefloor
37666 - Daniel Beddingfield ..... Gotta Get Thru This
37673 - Stereophonics ..... Handbags and Gladrags
37676 - Robbie & Nicole ..... Something Stupid
37687 - George Harrison ..... My Sweet Lord
37678 - Samantha Mumba ..... Lately
37677 - Ian Van Dahl ..... Will I
37667 - PPK ..... Resurrection
37672 - Sum 41 ..... In Too Deep
37665 - Riva ..... Who Do You Love Now
37679 - Backstreet Boys ..... Drowned

Classics

37485 - The Godfather
37493 - Tubular Belle
37283 - Bolero
37307 - Cliff Richard ..... Millennium Prayer
37314 - Davy Crockett
37338 - Evita
37343 - Frank Sinatra ..... New York New York
37356 - Indiana Jones Theme
37365 - Jesus Christ Superstar
37389 - Johnny Nash ..... I Can See Clearly Now
37415 - Polka
37419 - Queen ..... Bohemian Rhapsody
37434 - Rule Britannia
37521 - Judy Garland ..... Somewhere Over The Rainbow
37416 - Popcorn
37432 - Rocky
37015 - Aqua ..... Barbie Girl
37027 - Birdie Song
37473 - Summer Lovin

CALL OUR 24 HR HOTLINE: ENTER THE CODE & RECEIVE YOUR LOGO OR TONE IN SECONDS

TONES – 09065 776 540

GRAPHICS – 09065 776 541

Calls cost £1.50/minute and can only be accessed via a land line. Please ask permission from whoever pays the phone bill. Average call less than 3 minutes. Toned-up pics work with Nokia 3210, 33xx, 51xx, 61xx, 62xx, 6210, 68xx, 7110, 9xxx and Ringtones on Nokia 3210, 81xx, 6210, 7110, 8210, 8810 8850 Ringtones are also available for selected Motorola and Sagem handsets, call 0870 243 6970 for details (Calls charged at national rate, see your service provider for details) People2People, London N7 9AH.

the REAL driving experience!

Computer racing games unit compatible with all major racing wheels and pedals

- Drive from your couch, armchair or upright chair
- Rock-steady racing wheel fitting
- Pedals don't push away
- Slots together/dismantles in moments
- No tools required
- Stores flat, out of the way

Shown with "Thrustmaster® modena360" racing wheel and pedals

www.drivestation.co.uk
01263 712377

DRIVE STATION

Hilarious Wind Up Calls 2

Call the number below...put it through to your victim and listen in on their reaction

No Long Intros. Mobile & Receptionist Compatible Professional Actors

Invite to who wants to be a Millionaire
You've been Selected for an 18 Rated TV Show
Trouble with the Inland Revenue
Random Drug Test
The Sex Survey
Sexy Model Stuck in Lift
Mayhem with Mad Mike
My Daughter's Pregnant
Identity Parade at Scotland Yard
You're wanted as a Film Extra
and Many More jokes & features ...

Don't forget to try our Sample Studio, or Jokes previously recorded in our Got'Em Hall of Fame

www.funnywindup.com

0905 105 0616

Calls cost £1p/m. We are PSL, PO Box 1463, Bristol BS99 3PA.

GET A MATE IRATE!

CALL THIS NUMBER 09067 369 242

CHOOSE THE WIND-UP

> DANGER UXB
MR FURY
INVITE TO NO. 10
THE DETECTIVE
IRATE DELIVERY DRIVER
MY DAUGHTER'S PREGNANT
TAX INSPECTOR FROM HELL

KEY IN YOUR MATE'S TELEPHONE NUMBER, LISTEN IN & HEAR THEIR REACTION!

Even works on Mobile phones!

Calls cost £1/min at all times. Jokelines PO Box 43 Warminster Wiltshire BA12 7PP
Please seek permission from the person paying the bill before calling.

THE FUNNIEST WAY TO WIND UP A MATE!

CHATLINE
ADULTS ONLY
50p/min
0906 565 6909

'ALONE-PHONE 25p/min
Lonely Girls 18+ looking for boyfriends
GENUINE CALLERS 24 HRS
09012 710 132

Chat Room
25p/min
On-Line Fun - Any time - 24 Hrs
Up to 100 girls & guys - over 18s only
09062 765 223

LAST LAUGH

WHERE REALITY LEAKS OUT OF YOUR CONSOLE, AND RUINS THE SHAG PILE

FROM THE PEOPLE WHO BROUGHT YOU SWEARHELMET, IT'S THE...

REACTION-MAN™

You want to be the best, don't you? Of course you do. And when you're playing *TimeSplitters*, being the best means *total, unswerving concentration* at all times. Do you actually think that the professionals risk losing a twentieth of a second – three whole frames of action – every time they blink? You do? Then you're a *fool*.

EYE CARUMBA!

Winners use the Reaction-Man™. Using the latest in eyelid-retentive technology, it gently ensures that you avoid the temporary loss of reaction time associated with involuntary visual fluttering. No more experimenting with costly drugs or painful sellotape – just instant response, every time, all the time. It's the choice of champions.

'EYE' CAN'T WAIT!

Please send a burly man round to wire my eyelids open and occasionally moisten my eyeballs with a pipette. I hereby absolve PSM2 of the responsibility for any corneal scratching, motion sickness or loss of vision experienced as a result of the procedure.

Mr/Mrs/Miss/Other

Name .....

Signature .....

Address .....

.....

.....

.....

I want 1❑ 2❑ 3❑ 4❑ Reaction-Man(s)™

WARNING: Extended use of Reaction-Man™ may result in eye strain, twitches or retinal dessication. PSM2 occasionally does business with monosyllabic, bat-wielding debt collection agencies. We'll give them your address whatever you do, but here's a box to tick if it makes you feel better. ❑

BUY NOW!

TRAVEL THE WORLD.
BRING BACK SOUVENIRS.

"THIS GAME IS VIOLENT IN A WAY YOU COULD NOT POSSIBLY ENVISAGE. YOU HAVE BEEN WARNED" PSW MAGAZINE

And we're not talking snow shakers and sombreros. More like several scars and four nuclear warheads if you do your job properly. If you don't, you'll be coming home by courier.

You are John Mullins, a 'consultant' hired to dispatch as many terrorists and enemy soldiers as necessary to maintain international security.

Featuring the legendary GHOUL™ system from Raven Software and ten missions over five continents, be warned, this is going to be no holiday.

SOLDIER OF FORTUNE®
GOLD EDITION

PlayStation.2

www.majescogames.com

ACTIVISION

pipedream INTERACTIVE

www.codemasters.com

Codemasters®

GENIUS AT PLAY™

Soldier of Fortune® ©1999-2002 Activision, Inc. and its affiliates. Published and distributed under license from Activision Publishing, Inc. by The Codemasters Software Company Limited ("Codemasters"). Developed by Raven Software Corporation. Soldier of Fortune® is a registered trademark of Omega Group, Ltd. Activision is a registered trademark of Activision, Inc. and its affiliates. "Codemasters"® and the Codemasters logo are registered trademarks owned by Codemasters. "Genius at Play" is a trademark of Codemasters. © 2001-2002 Majesco Sales, Inc. All Rights Reserved. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

The CHEATMISTRESS presents

CHEATS UNLIMITED

"THE WORLD'S NUMBER 1 CHOICE FOR CHEATS & GUIDES"

TIPS, CHEATS & WALKTHROUGHS

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

A = 0 1

Ace Combat 4: S. Skies
Ace Combat: D. Thunder
Age of Empires 2
Agent Under Fire
Airblade
Alex F's Player Manager
All Star Baseball 2002
All Star Baseball 2003
Alone in the Dark 4
American Pro Trucker
Aqua Aqua Wetrix 2
Arctic Thunder
Armageddon (MDK2)
Armoured Core 2
Army Men Air Attack
Army Men Green Rogue
Army Men RTS
Army Men Sgt's Heroes 2
Army Men: Land Sea Air
Atlantis 3: New World
ATV Off-Road Fury

B = 0 2

Baldur's Gate: Dark All.
Batman Vengeance
BIG: NBA Street
BIG: SSX Snowboarding
BIG: SSX Tricky
Blood Omen 2
Bloody Roar 3
Bombad Racing
Bond: Agent Under Fire
Bouncer
Britney's Dance Beat
Burnout

C = 0 3

C.Bandicoot: W.of Cortex
C-12 Final Resistance
CAPCOM vs SNK 2
Cart Fury
Casper: Spirit Dimensions
Citizen Kabuto (Giants)
City Crisis
Code Veronica X
Commandos 2
Cool Boarder 2001
Crazy Taxi
Cricket 2002
Cyprien's Chronicles

D = 0 4

Dare Devil
Dark Alliance
Dark Angel
Dark Cloud
Dark Legacy
Dark Summit
Dave Mirra BMX 2
Dead or Alive 2
Deus-Ex
Devil May Cry
Digimon World
Disney's Dinosaur
Distant Thunder
DNA Dark Native Apostle
Donald Duck: Quack Att.
Dracula Last Sanctuary
Draken: Ancient Gates
Driven
Driver 2
Driving Emotion Type-S
Dropship
Drum Mania
Dynasty Warriors 2
Dynasty Warriors 3

E = 0 5

Ecco the Dolphin
Eden, Project
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S (Driving)
Ephemeral Phantasia
Episode 1: Star Fighter
Escape Monkey Island
ESPN Int. Track & Field
ESPN Int.Winter Sports'02
ESPN NBA Tonight
ESPN NBA Tonight 2002
ESPN NFL Primetime 02
ESPN Skateboarding
ESPN Snowboarding
Eternal Ring
Eve of Extinction
Evergrace
Evil Twin
Extermination
Extreme G 3
Extreme Racer

F = 0 6

F1 2001
F1 Champ. Season 2000
Fanta Vision
Fatal Frame
FIFA 2001
FIFA 2002
Fifa World Cup 2002
Final Fantasy 10
Final Fantasy 8
Formula 1 2001
Four by Four Evolution
Freestyle BMX 2
Frequency
Fur Fighters

G = 0 7

G1 Jockey
Gauntlet: Dark Legacy
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Golf, Swing Away
Gradius 3 & 4
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand Theft Auto 3
Grandia 2
Green Rogue
GTA 3
Guilty Gear X
Guilty Gear X Plus
Gun Griffon Blaze
Gundam: J to Jaburo

H = 0 8

H30 Surfing
Half Life
Harry Potter
Harvest Moon: Homeland
Headhunter
Herdy Gerdy
Heroes of Might & Magic
Hidden Invasion
High Heat Baseball 2002
High Heat Baseball 2003

I = 0 9

Ico
In Cold Blood
Int. Super Soccer
Int. Track & Field
Int. Winter Sports 2002
ISS Pro Evolution

J = 1 0

J McGrath's S'cross World
J. Moseley's Mad Trix
J.Bond: Agent Under Fire
Jade Cocoon 2
Jak & Daxter
Jedi Star Fighter
Jikkyou World Soccer '00
Jikkyou World Soccer '01
Just Bring It

K = 1 1

Kengo: M. of Bushido
Kessen
Kessen 2
Kinetica
Klonoa 2
Knockout Kings 2001
Knockout Kings 2002

L = 1 2

L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Last Blade 2
Le Mans 24 Hours
Legend of Black Kat
Legends of Wrestling
Lego Racers 2
LMA Manager 2002
Lotus Challenge

M = 1 3

Madden NFL 2001
Madden NFL 2002
Major Lgue Baseball '02
Major Lgue Baseball '03
Martian Gothic
Master of Bushido
Max Payne
Maximo
McGrath's S'cross World
MDK2
Metal Gear Solid 2
Midnight Club
Might & Magic
Millionaire
Mobile Suit Gun.: Z Front
Mobile Suit Gundam
Monkey Island (Escape)
Monsters Inc
Moto GP
Moto GP 2
Motor Mayhem
Mr Moskeeto
MTV Music Generator 2
MTV Skateboarding
Mummy Returns
MX 2002
MX Rider

N = 1 4

Namco Museum
Nascar 2001
Nascar Heat 2002
NASCAR Thunder 2002
NBA 2K2
NBA Hoopz
NBA Live 2001
NBA Live 2002
NBA Shootout 2001
NBA Street
NBA Tonight 2002
NBA Tonight, ESPN
NCAA Football 2002
NFL 2001
NFL 2002
NFL Blitz 2002
NFL Gameday 2002
NFL Primetime 2002
NFL Q'back Club 2002
NHL 2001
NHL 2002
NHL Hitz 2002
No-One Lives Forever

O = 1 5

Off Road Fury
Off Road Wide Open
Okage: Shadow King
Oni
Onimusha 2
Onimusha: Warlords
OO7 Agent Under Fire
Operation Winback
Orphen

P = 1 6

Pac-Man World 2
Parappa the Rapper 2
Parasite Eve 2
Paris-Dakar Rally
Pirates: Leg. of Black Kat
Player Manager 2001
Polaroid Pete
Police 24/7
Pool Master: Q-Ball
Portal Runner
Pro Evolution Soccer
Project Eden

Q = 1 7

Q-Ball: Billiards Master
Quack Attack
Quake 3 Revolution
Quest for Dragon B. Staff

R = 1 8

R Carmichael's MX 2002
Racer Revenge
Rayman 2
RC Revenge Pro
Ready 2 Rumble 2
Real Robot Regiment
Red Card Soccer 2003
Red Faction
Res. Evil Gun Survivor 2
Res.Evil: C. Veronica X
Return to C. Wolfenstein
Revolution: Quake 3
Rez
Ridge Racer 5
Ring of Red
Road Rage
Robot Wars
Rumble Racing
Rune: Viking Warlord

S = 1 9

S Palmer's Snowboarder
Sarge's Heroes 2
Seven Blades
Shadow Hearts
Shadow Man 2
Shadow of Memories
Silent Hill
Silent Hill 2
Silent Scope
Silent Scope 2
Silpheed: Lost Planet
Simpsons: Road Rage
Sky Odyssey
Sky Surfer
Sled Storm
Smackdown! 3: J. Bring It
Smash Court Tennis
Smugglers Run
Smugglers Run 2
Soccer America: Int. Cup
Soldier of Fortune
Soul Reaver 2
Space Channel 5 Part 2
Spiderman 2
Spiderman The Movie
Splashdown
Sprint Cars 2002
Spy Hunter
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Racer Revenge
Star Wars: Star Fighter
State of Emergency
Street Fighter Ex 3
Street, NBA
Summoner
Sunny Garcia: Surfing
Super Bombad Racing
Super Bust A Move
Supercar St. Challenge
Supercross World
Surfing H30
Swing Away Golf
Syphon Filter 3

T = 2 0

T. Woods PGA Tour 2001
Tarzan Freeride
Tekken 4
Tekken Tag Tournament
Test Drive: Wide Open
The Bouncer
The Legend of Black Kat
The Mummy Returns
The New Nightmare
The Simpsons: Road Rage
The Weakest Link
The World is not Enough
Theme Park World
This is Football 2002
Thunderhawk: Op.
Tiger Woods Golf 2002
Time Crisis 2
Time Splitters
Tokyo Extreme Racer
Tomb Raider 4
Tomb Raider 5
Tony Hawk's 2
Tony Hawk's 3
Top Gear: Dare Devil
Top Gun: Combat Zones
Track and Field
Transworld Surf
Triple Play Baseball
Twisted Metal Black
Type-S: Driving Emotion

U = 2 1

UEFA Champion League
Unreal Tournament

V = 2 2

Vampire Apocalypse
Victorious Boxers
Virtua Fighter 4
Voyager Elite Force

W = 2 3

W Games Snowboarding
Wacky Races
Warlords (Onimusha)
Warriors of M & M
Way of the Samurai
WDL: War Jetz
Weakest Link
Wetrix 2
Who Wants 2BA Million.2
Wild Wild Racing
Winback
Winter Sports 2002
Wipeout Fusion
World Cup 2002
World is not Enough
World Outlaws: S.Cars'02
Wrath of Cortex
WRC: World Rally Champ
WWF Smackdown 3 J.B.I.

X = 2 4

X Games: Skateboarding
X Games: Snowboarding
X-Squad
Xtreme G3

Y = 2 5

Yanya Caballista: Skater
YuGiOh! Dual Monsters 2

Z = 2 6

Zeonic Front
Zone of the Enders

0-9 = 2 7

007 Agent Under Fire
102 Dalmatians
18 Wheeler
2002 FIFA World Cup
4x4 Evolution
7 Blades

PlayStation
PlayStation 2
PC
XBOX
GAMECUBE
Dreamcast
NINTENDO 64
GAME BOY ADVANCE
GAME BOY COLOR

All logos are trademarks of their respective companies

WHAT MAKES CHEATS UNLIMITED NO 1?

- OVER 10,000 CHEATS AVAILABLE
- THE LATEST CHEATS ADDED EVERY DAY
- COMPILED BY GAMING EXPERTS
- 100S OF QUALITY WALKTHROUGH GUIDES

THE ABOVE LIST IS JUST A SELECTION OF WHAT'S AVAILABLE

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

09066 094 897

PERSONS AGED UNDER 16 MAY CALL THIS NUMBER

09066 094 367

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 700 590 7575

TO SAVE TIME DURING YOUR CALL YOU MAY PRESS:

* TO RESTART THE SERVICE AND GET MORE CHEATS

TO MOVE BACK ONE MENU SELECTION

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Mobile phone call charges may vary. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PI25 5AA, or email: custserv@cheatsunlimited.com, or call our

24hr Customer Service: (Freephone) 0800 081 6000

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!